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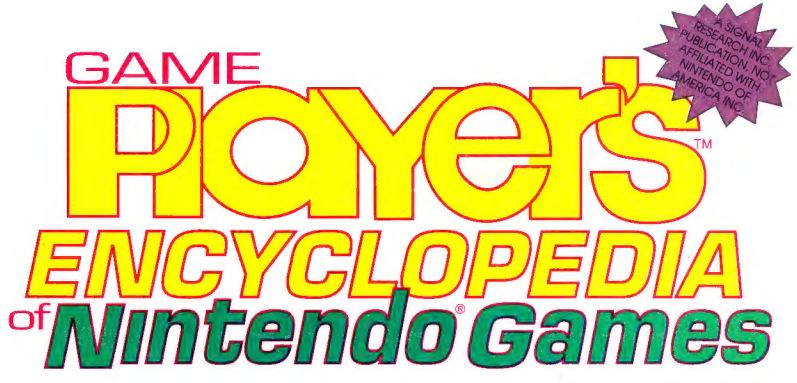
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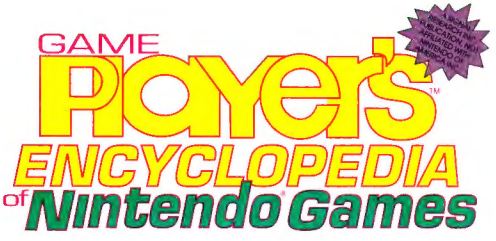

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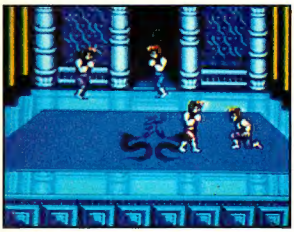

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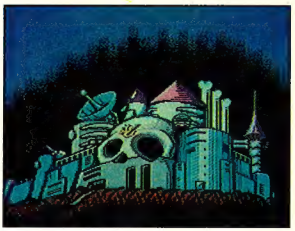

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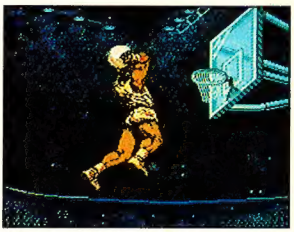

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A BOY AND HIS BLOB

Gary Meredith

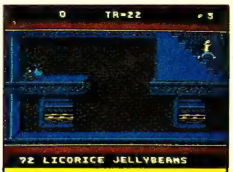
Blobert — or Blob, as he prefers to be called — is a friendly alien who has come to Earth seeking help. Blob wants you to help him overthrow an evil king who has imposed a marshmallow-and-chocolate diet on the people of his home planet, Blobolonia.

A Boy and His Blob takes you on an exciting journey, first through the mazelike caverns beneath a city on Earth, and then through the alien landscapes of Blobolonia. Two main weapons will help you battle the minions of the evil Blobolonian king: the vitamins you acquire on Earth, and Blob's unique ability to change into various objects when fed certain jellybeans. Eventually, if you're successful, you'll bring good nutrition back to Blobolonia.

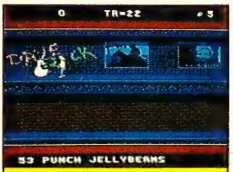
This could be the beginning of a great friendship. While there may be some doubt in your mind about the horrors of a marshmallow-and-chocolate regimen, you agree to help Blob restore a well-balanced diet to Blobolonia.

That manhole looks like a good place to start your adventure, but it isn't. Although it eventually figures into your plans, look for another path to take.

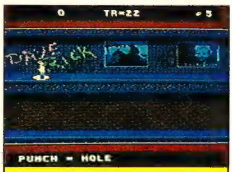
Although Blob is usually right behind you, make sure he's always nearby, because you're lost without him. It's a good idea to give him a whistle prior to venturing into any uncharted areas.



Normally you wouldn't be caught dead in the subway at night. You do, however, have a hunch that somewhere down here you'll find something that will help you later.



After some experimenting, you find that the punch jellybeans turn Blob into a hole that's perfect for taking shortcuts between subway floors.



Hole placement becomes more critical later on, but for now, just about anywhere is OK.

When you whistle for Blob to revert to his normal form, be sure to get out of the way. If you're standing directly beneath the hole when it drops, it will remain a hole, and you'll fall through to the next level — which could be fatal.

After munching on a licorice jellybean, Blob thoughtfully provides the ladder you need to reach the treasure. (Isn't it funny how no one noticed this loot in the subway before?)

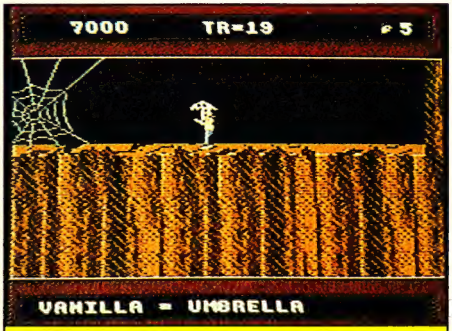
From now on, it's *very* important where you put the hole.

Must be your lucky day — you've found a second treasure. And to think that before this, you'd never even found a dime on the sidewalk. Getting by that subway serpent could be a problem, though.

Even though you can't kill the serpent, you *can* outmaneuver it. Time your move so you can run under the serpent when it's at the top of its arc. Don't forget to grab the treasure while you're at it.

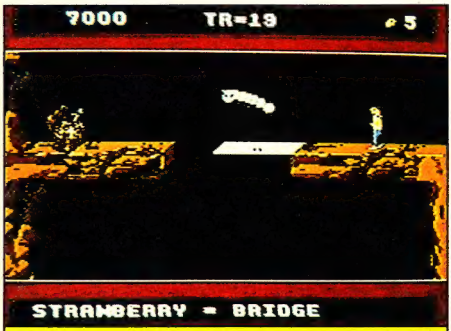
Be careful when gauging your jumps. A jump like this will do you no harm, but if you try to leap more than a screen and a half, you'll lose a life. If you're not sure what awaits you, tossing a jellybean will allow you to see a short distance ahead.

A BOY AND HIS BLOB

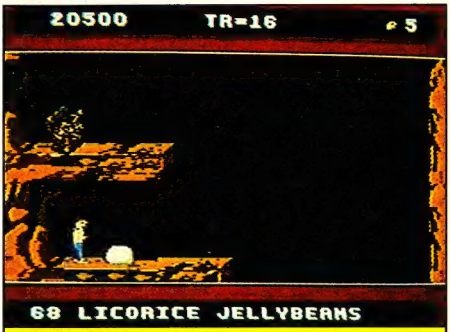


The umbrella was a big help on that long drop, but it probably won't be much use against that rather imposing spider web. A better solution might involve a rise in the local temperature.

Using the umbrella is a good way to get past these falling rocks. A word of warning, though — don't walk through the shower too fast, or you may run into rocks that have already passed the edge of the umbrella.

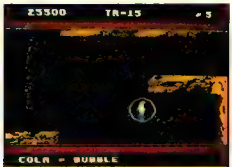


A strawberry jellybean and good timing will allow you to pass safely by this serpent and on to the treasure. The caverns below the subway have numerous passages where an enterprising lad can pick up a little pocket change.

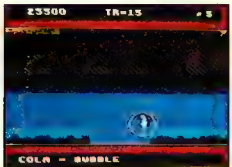


The obvious way to get that treasure is to use the ladder, but afterward you might try another hole. Jumping from this ledge is not in your best interests.

There are two choices here, and both lead to treasure. If you take the path to the next cliff, you'll find yourself at a dead end, but it won't be a problem to double back.



One of those cola jellybeans would really hit the spot right about now. If you're standing next to Blob you'll be engulfed by the bubble, so you can ride gently downward to your next destination.

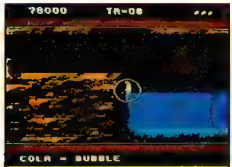


Once in the bubble, your best bet is to steer left and pass under the opposite cliff. The bubble tends to drift, so be careful not to touch anything sharp, or your descent will be a bit faster than you anticipated.

It's probably obvious that those stalactites are not there for your benefit. Be sure to steer clear of them, unless you like to breathe water.

Since diamonds are formed by tremendous heat and pressure, you're not quite sure how these jewels developed in this watery vault. Don't ponder long — just grab them and get out as soon as possible.

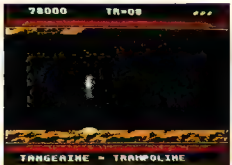
This treasure looks quite tempting, but unless you have a rock-steady hand, you should probably pass it by. Maneuvering the bubble through the stalagmites to get a few more dollars isn't worth the lives you'll probably lose.



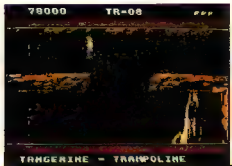
Once you're through the channel, park the bubble against the edge of the cave wall. You should end up on dry land, with Blob beside you. If you whistle while still in the bubble, you'll be gulping water.

When you think you've gone down as far as you can go, it's time to start heading back up to the surface. You won't be going back the way you came, so there should be more goodies to find.

The subway serpents still manage to make a nuisance of themselves. You have to position Blob just right to place him near enough to the chasm without getting yourself killed by the serpent.

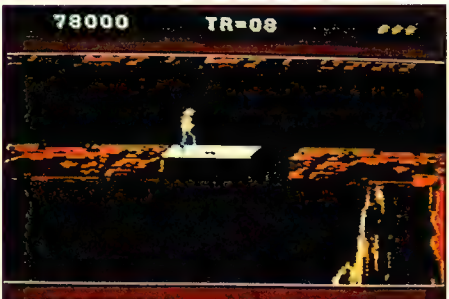


Positioning is important here so you won't bounce into a solid rock ceiling. A little experimentation will help you find the right spot with a minimum number of concussions.



Timing is critical at this point if you don't want to suffer major lumps on your head. The direction you go depends on where you place the trampoline. Since you're closer to the left ledge, go left for now, then try using a ketchup jellybean. Blob won't eat them, but for some reason known only to him, they do make him come running (or bouncing) in a hurry.

A BOY AND HIS BLOB

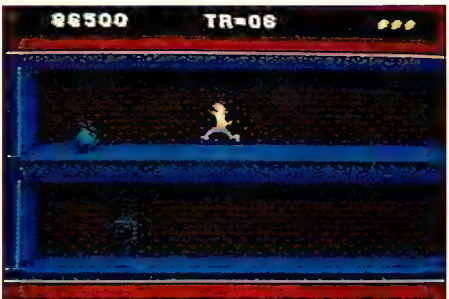


STRAWBERRY = BRIDGE

There's nothing for you to find to the left, so go ahead and make another bridge to the other side. Remember, not all passageways lead to treasure, but you should try as many passages as possible.

TANGERINE = TRAMPOLINE

There are still a few more treasures to pick up on your way back to the surface. Whenever you come to a vertical passage, use the trampoline to do some exploring. After all, in this game, diamonds are a Blob's best friend.

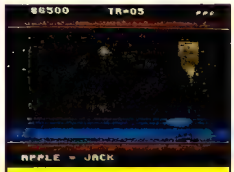


LICORICE = LADDER

Back in the subway, be sure to check all the tunnels again for any treasures you may have missed. You definitely won't want to pass by this bag, since it contains some new and different jellybeans that you're sure to need on Blobolonia.

APPLE = JACK

An apple jellybean fed to Blob in just the right place should provide you with a way out of the subway. Just look for a break in the ceiling.



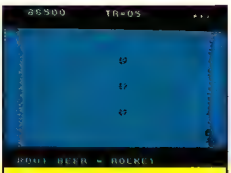
If you've found the right spot, Blob should be able to turn that manhole cover into a flying disc. Once the disc has taken flight (it should be good for a few UFO sightings!), it's time for another licorice jellybean.

When you're back on the surface, take a left and run a couple of blocks to the neighborhood all-night health food store. You couldn't get in before, but now they'll welcome you with open arms (and cash register).

Depending on how much loot you found on your subterranean jaunt, the store will sell you one of its many vitamin assortments. If you don't have enough vitamin C, you'll have to go back for more treasure.

Satisfied that you are now nutritionally sound, you use your only root beer jellybean to transform Blob into a rocket for the ride to Blobolonia.

Space, the final frontier...somehow, you thought it would be different. Aside from the fact that you have no spacesuit, though, your trip through the cosmos is fun and thankfully uneventful.



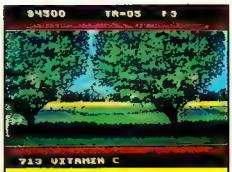
When you finally enter the atmosphere of Blobolonia, watch for floating peppermints and try to remember their locations. Otherwise, just enjoy the scenery.

Gee, Toto, Blobolonia looks a lot like Kansas. So far, everything seems normal — but if you see just one witch or munchkin, you're out of there.

Do you remember where those stratospheric peppermints are located? If you counted the number of frames between the mints and your landing, it should be just a matter of placing the trampoline.

It's not even autumn, but already things are falling from the trees. While your first reaction might be to turn Blob into a vitamin blaster, it's better to save your ammo and just dodge these marshmallows.

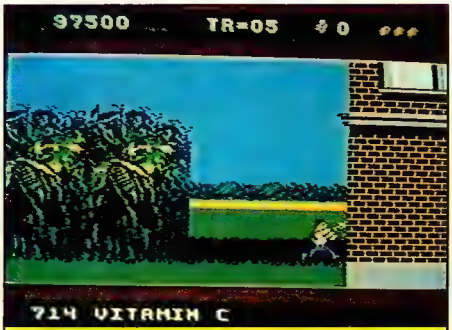
The sweets fall in changing patterns. Good timing is all you need to get through this barrage, but be forewarned that more dangerous perils await you.



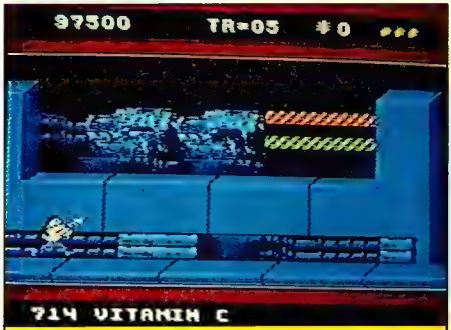
Now is the time to transform Blob into the vitamin blaster and start plugging away. Trust us — you *don't* want these cherries to hit the ground. The vitamin C capsules have the best trajectory for this stage.

With only a quick glance to see if Orville Redenbacher is running things around here, you run through the popcorn with the same technique used for evading the marshmallows. You may find the kernels a bit more creative in their patterns, though.

A BOY AND HIS BLOB



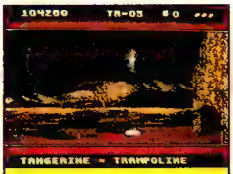
Finally you're through the corn. A building looms ahead, which is a bit more familiar to a city boy like yourself. All that open country was giving you claustrophobia.



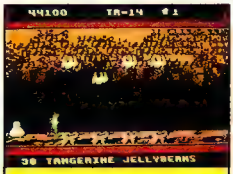
The machinery looks pretty impressive, but you're not here to be impressed, so ignore it. Just make sure you have your vitamin blaster cocked and ready.

There's no way to stop the conveyor belt, and the passage through this factory is blocked until you destroy enough marshmallows. This must be where the king makes all the sweets for his reign of terror.

Once out of the factory, it's time for another cross-country run. When you're in a hurry, or need to place Blob precisely, it's usually better to leave him in the form of something you can carry, such as the blowtorch or blaster.

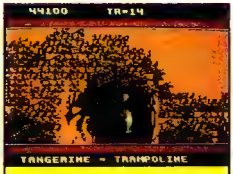


Somewhere above the entrance of this cave lurks a few more mints. If you find your life count getting low, you may want to take advantage of the rejuvenation powers of peppermint. Collect five, and you get an extra life.



These choppers look pretty solid for a civilization that's being force-fed sweets. While thinking about the astronomical cost of braces for these molars, you should time your passage by observing the chomping pattern.

Are you missing a few coat hangers from your closet? It appears that many of them have migrated to Blobolonia. Keep shooting at them until they're all destroyed, then use a strawberry jellybean to bridge the chasm. The tension in the air tells you that you're not far from your destiny. (Isn't that the theme from *Mission: Impossible* playing in the background?)



Inside these caverns are a number of places where a guy can pick up a peppermint or two. You never know when an extra life will come in handy.

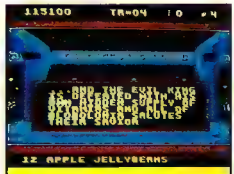
Sure, you've been dying to try out those coconut jellybeans, but this is not the time or place. While it's logical to assume that the gingerbread men might try to stop you, they won't, so ignore them.

Aren't you glad you saved that lime jellybean? Without it, you couldn't have turned Blob into the key you need.

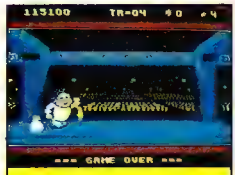
The king appears to be a pretty hefty fellow, which is what you'd expect, considering his eating habits. If you think that feeding Blob a cola jellybean is a good idea, you're wrong.

What you really want to do, after you've picked yourself up off the floor, is toss Blob an apple jellybean. Don't worry about getting him into position—he'll go to the right place once he swallows the candy.

The jack should topple the platform holding the jar of vitamins. Once the king receives his recommended daily allowance, he'll start to see the world in a whole new light.



The Blobolonian media flash the news of your triumph and hail the return of a balanced diet to the Blobolonian people. Once again, they're free to eat spinach and liver. (You risked your life for this? Why didn't they call Popeye instead?)



A grand ceremony celebrates your victory over the once evil but now good and healthy king. All of Blobolonia turns out to see you off. Now, just click your heels together and repeat: "There's no place like home, there's no place like home...."

DRAGON WARRIOR

MAZES REVEALED!

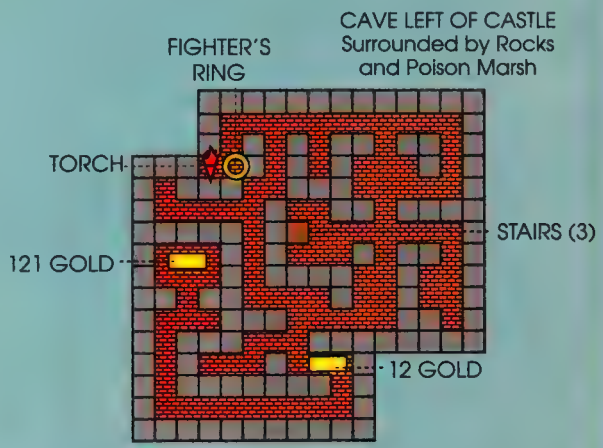
Dragon Warrior is a good example of the new generation of Nintendo quest adventures. The thumb-numbing, constant-combat format of earlier games has been replaced by a greater emphasis on strategy, cunning, and deductive thinking.

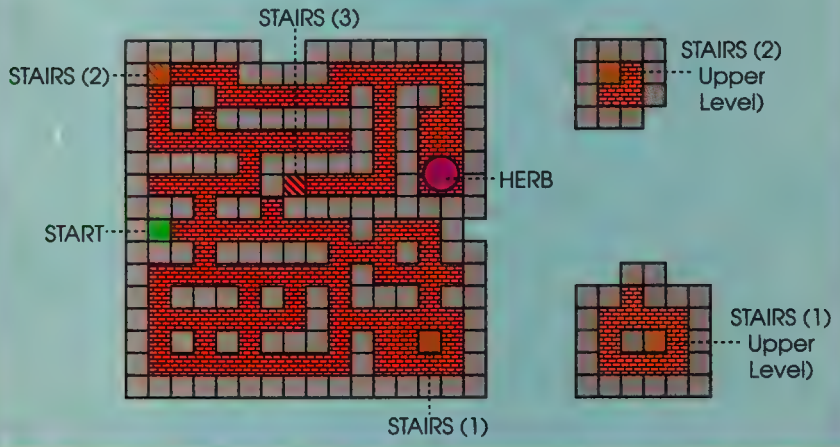
As the game begins, the evil Dragon Lord has stolen the magic balls of light that have guarded the peace and prosperity of Alefgard for generations. Many adventurers have sought to recover the light-balls from Charlock, the Dragon Lord's sinister castle, but none have returned.

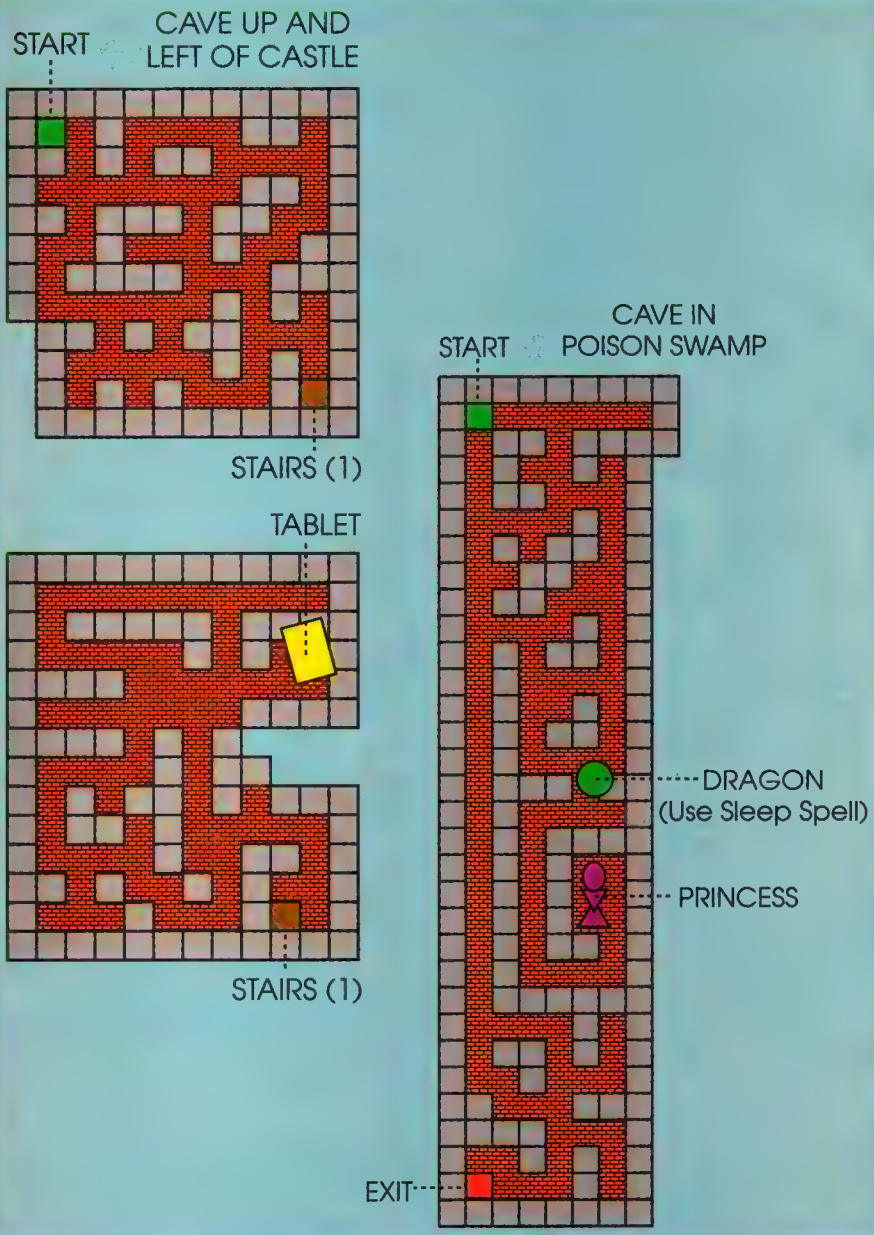
Now it's up to you, the last descendant of the legendary warrior Erdrick, to save the kingdom. You must wander far, collecting wisdom, experience, and magic. You'll fight many monsters, but not in the traditional — and very physical — Nintendo way. Instead, the computer matches your resources against the enemy's and referees the battle, then displays the results.

Dragon Warrior is a big-scale game that gives you an entire continent to explore. Once you've gained some experience, armor, weaponry, and magic spells, you can make good progress. One aspect of the game, however, retains both a traditional appearance and traditional level of difficulty: the mazes.

On these two pages, our game players have diagrammed the mazes found inside the cave to the northeast of the castle, the cave east of the castle (the one surrounded by rocks and poison marshes), and the cave found inside the poison swamp. We hope the maps will save you time and health points. Good luck!






START
CAVE UP AND LEFT OF CASTLE
STAIRS (1)
TABLET
STAIRS (1)
START
CAVE IN POISON SWAMP
DRAGON (Use Sleep Spell)
PRINCESS
EXIT

ROBOCOP

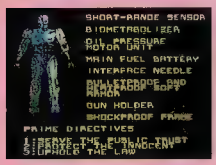
Version reviewed: Nintendo. Also available for the Commodore 64; Amiga; Atari ST; and IBM, Tandy, and PC-compatible computers. Data East, 470 Needles Drive, San Jose, CA 95112.

Matthew A. Firme

The future of law enforcement has come to Nintendo. The setting is Old Detroit, the once-proud Motor City, home of Motown. But this Detroit has become so crime-infested, so thoroughly corrupt, that the police can no longer control it. Old Detroit is a war zone, and the cops are just moving targets.

Enter O.C.P., a private corporation specializing in security. They've accepted a contract to enforce the law in Old Detroit, and they envision a force of robot patrolmen, ruthless and invincible, that will stamp out the criminal element. Heading up this robotic army will be a cyborg, a policeman who's part machine, part man. Under the leadership of O.C.P. executive Dick Jones, the corporation begins work on the robocop. But first they need a man, a trained police officer. And he must be dead.

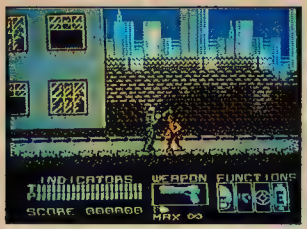
So begins *Robocop*. As the newly created cyborg, you must battle the bad guys who haunt the innocent citizens of Old Detroit. Your mission soon leads you to drug lord Clarence Boddicker, and eventually back to O.C.P.'s Dick Jones — a man who is concealing a terrible secret about your past.



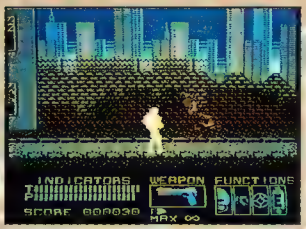
As Robocop, you are a specially designed crime-fighting cyborg. Your primary directives are clear — with the exception of Directive 4.

You begin the game armed with the Auto-9, a special-issue handgun. It's usually all you'll need, but not always.

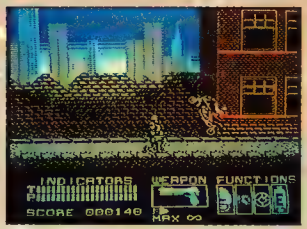
Your first mission.



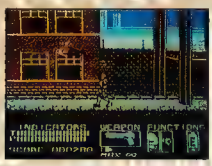
As criminals approach, the Foe Detector begins blinking. With your superhuman strength, you'll easily defeat most enemies bare-handed.



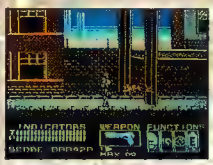
Be careful: Although you're strong, you can be damaged if attacked. The power gauge shows how many more hits you can take before you're destroyed.



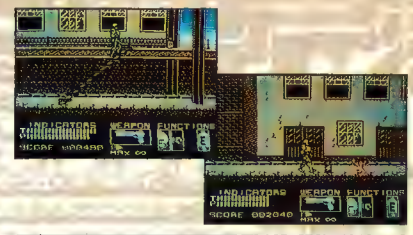
When this biker comes at you, kneel and get ready. If you punch him just as he begins his jump, you'll send him flying.



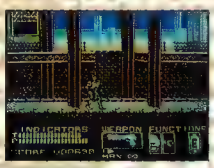
Criminals have a nasty habit of attacking when your back is turned. As you proceed through the game, watch the windows you've passed. Be ready to turn and punch.



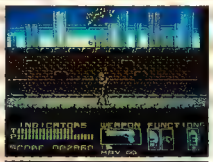
Even the dogs of Old Detroit are out to get you. Keep an eye on them — they really move fast.



Look for jars of power food and battery rechargers. The food increases your power gauge, while the rechargers replenish the energy you burn throughout the game.



Whenever you enter an area where there's going to be some tough fighting, Robocop automatically draws his gun.

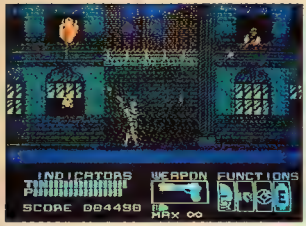


Get under the helicopter and shoot straight up. A few shots from the Auto-9 is all it takes to bring this guy to the ground.

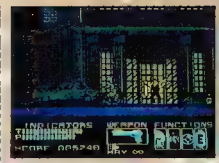
When you enter the doorway at the end of Second Street, you'll run into this rusty O.C.P. reject. Get down and pummel him in the midsection.

Mission 2: A hostage situation at City Hall.

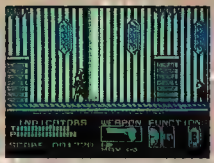
ROBOCOP



As you approach City Hall, you'll be attacked by thugs with rifles and flamethrowers. To get the sniper, stand just out of range and shoot diagonally. Then duck under the flames between blasts and shoot upward.



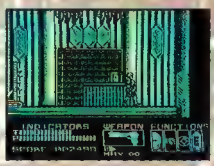
Don't worry about this guy's shield. Just avoid his grenades and fire away. His shield is of little use against your firepower.



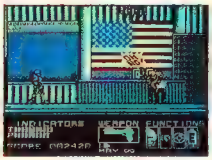
Once inside City Hall, search these rooms for a secret passage straight to the mayor's office. With your infrared vision, you'll see the wall hiding the passage begin to flash. Punch it down.

If you're running low on energy, you can find a recharger just down the hall from the doors.

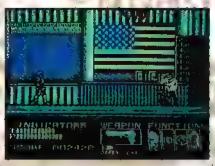
Not him again! Show him what superior robotics can do.



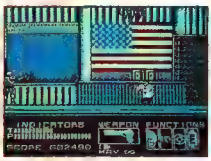
Don't try to fight this rolling wall of spikes. The entrance to the mayor's office is flashing at the right. Head straight for it.

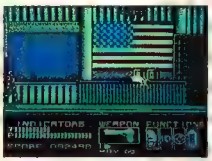


The spineless kidnapper is using his hostage as a shield. Don't shoot yet — you could hit the mayor.

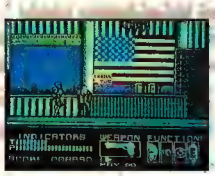


Watch the mayor's knees. They'll start shaking, and he'll fall to the floor. Now's your chance.





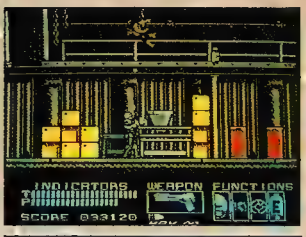
After you shoot the kidnapper, he'll release the mayor. Shoot again when he stands to fire, and you've got him.



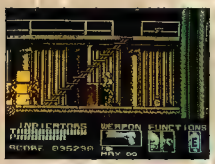
The mayor thanks you, as do the citizens of Detroit.

After you've taken care of the crisis at City Hall, you'll enter a bonus stage. If you hit enough targets, you can earn an extra life.

Dead or alive, you're coming with me.

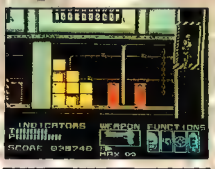


The factory is huge, with plenty of hiding places. You'll be attacked from every side.



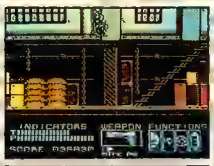
Remember, growing cyborgs need plenty of power food. And what's that shiny thing upstairs? You can't afford to pass up anything.

Once you've picked up the gun, go left and wait for the elevator.



Go up, past the floor above to the next one. Remain still until the elevator comes to a complete stop.

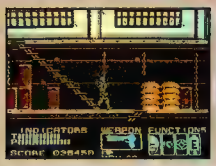
On this floor you'll find the cobra gun. You'll need it to destroy the enemies you'll soon face.



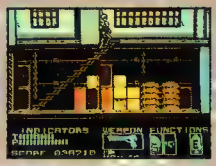
Prayer won't get you through this wall. Go left and down the stairs to the floor below.

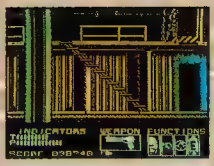
Now move right. At the top of these stairs you'll find a recharger, and more of these ill-tempered little fellows.

ROBOCOP



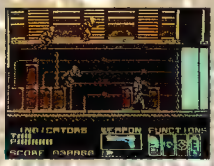
Once you get the recharger, take the next stairs to the right. Go down a floor, right again, and then up. At the end of the hall, take the elevator down as far as you can.



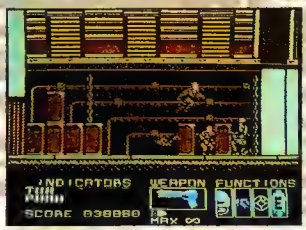


You've got to go through the door below to get Boddicker. Be ready to kneel and shoot down to the floor.

There he is, up on that platform! If you shoot your Auto-9 a few times, you'll scare him off.

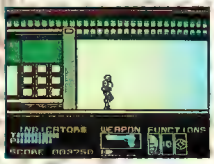


These three pests are tiny, but they're mean. You've got to finish them quickly, or they'll finish you.



Your shots will fly right over their heads if you don't stoop to their level. So kneel and keep squeezing the trigger.

Although he got away, you saw Boddicker long enough to recognize him as the man who murdered you. And Boddicker says he works for Dick Jones!

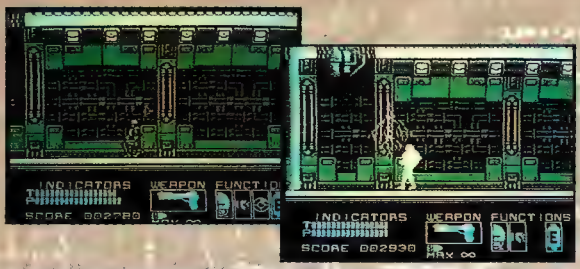


Mission 4: O.C.P. headquarters.

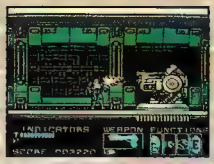
The O.C.P. building is guarded by some sophisticated technology — like these red security drones. Stay low and shoot them all. The last one will leave a recharger.

Two guards with shields try to stop you at the elevator. When you finish them off, they'll drop a gun and a recharger.

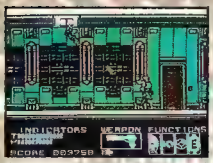
When you get off the elevator, you'll be attacked by thugs and laser cannons that drop down from the ceiling. Keep moving forward until you're beneath them. They can't hit you here.



To beat these aerial drones, just duck and let them pass. The energy cannon really saps your energy, so get under it and blast it with the cobra gun.



After you go through the doorway, this massive cannon rises from the floor. To beat it, watch the pattern of its shots. Move closer or further away from it, shooting as it does. It requires several hits.

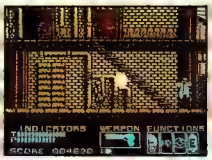


Don't risk being hit by the last cannon. Just keep going toward the door, because you'll need all your power for the next challenge.

This is ED-209 — Jones's personal security guard. Concentrate your fire on its underside and move as it does.

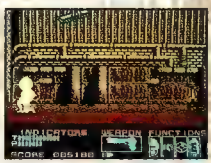
You've defeated ED-209, but you can't touch Jones. Directive 4 prevents you from arresting an O.C.P. employee! Jones sends Boddicker to finish you.

Mission 5 takes you to an abandoned steel mill, where Boddicker awaits. Watch for snipers!



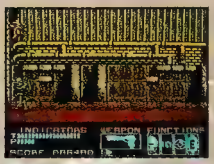
Boddicker steps out of hiding, firing a blast from the cobra gun. You duck and shoot back, but he slips away.

Quickly shoot down this helicopter, but be careful not to take any hits. There's more to come.



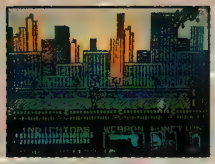
The blast from the cobra gun takes three or four power points off your gauge. And watch out for the overhead crane. If that girder falls on you, it's all over.

To beat Boddicker, keep shooting him. As long as you keep scoring hits, he won't be able to fire back.

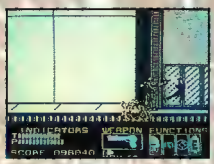


When Boddicker jumps to the top level, stay with him.

Mission 6: Stop Dick Jones!

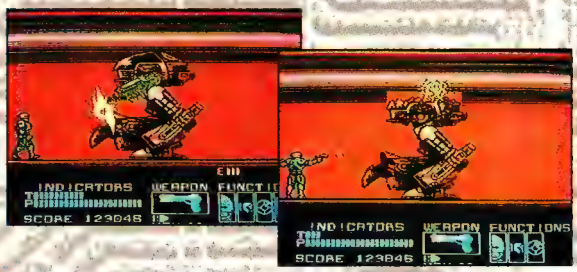


The moving sidewalk leads to the O.C.P. building in Delta City. Shoot the barrels so you can proceed.



This doorman protests that only authorized personnel may enter, but you quickly shut him up.

The O.C.P. boardroom where Jones is addressing the board of directors is guarded by all the machines you've seen so far. Beat them as you did before, being especially careful not to loose power.



The new and improved ED-209. The end is near! Watch his pattern, forward and back. Use your cobra gun.

As you burst through the door to the boardroom, the cowardly Jones takes the company president at gun-point. "You can't touch me!" Jones sneers.

Jones finally gets what's coming to him. But is that the end? Well, for now, anyway.

ROBOCOP

EXCLUSIVE!

GAME PLAYER'S PREVIEWS THE HOT SEQUEL

Double Dragon II: The Revenge features all the action that fans loved in the first *Double Dragon* adventure — and more! There are new enemies to face, new martial arts moves to master, and — best of all — a new fighting mode. While *Double Dragon* was a one-player game only, in *Double Dragon II* two players can fight the Shadow Warriors at the same time. You can also choose whether you want Billy to fight *with* Jimmy, or whether you want brother to be able to fight against brother.

Things have certainly changed since the first *Double Dragon*. In that adventure, Billy Lee set out to rescue his girlfriend, Marion, from the clutches of the Shadow Warriors. He saved Marion, all right, but he had to fight his brother Jimmy, who turned out to be the leader of the Shadow Warriors.

Now nuclear war has devastated Billy's city, and Marion has evidently been killed by the Shadow Warriors. But in *Double Dragon II*, Billy and Jimmy band together to take on the Warriors. The brothers are twice as tough, twice as angry — and they're out for revenge.

There are three difficulty levels in *Double Dragon II*. Newcomers to the game might want to start in the practice mode and work on the different maneuvers. The practice mode lasts for the first three missions, and then you advance to warrior level. In this mode the Shadow Warriors get tougher, but you should be stronger. At the end of the eighth mission, you'll meet the strange Double Illusion, where you'll battle your exact double.

After you've conquered the Double Illusion, you'll advance to Supreme Master — a level not even found in the arcade version of *Double Dragon II*. Only Supreme Masters can enter Mission 9 and confront the leader of the Shadow Warriors.

So be prepared to fight! There are lots of new moves to master, but unlike the first game, you don't have to *earn* new maneuvers. Instead, you can launch a hyper uppercut right from Mission 1. Once you've learned the noggin knocker, the elbow drop, the spinning cyclone, and the high jump kick, you'll be able to show those Shadow Warriors that they should've picked on someone else's girlfriend.

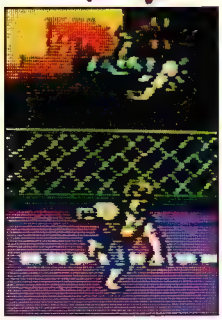
MISSION 1: Into the Turf

Don't let this gang member's gymnastic abilities scare you. Get next to him and start punching. All of the Shadow Warriors you meet early will be easy to beat.

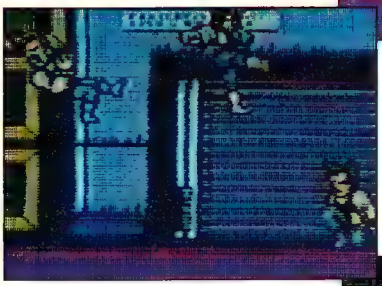
When you catch enemies climbing down a ladder, step right next to them and kick them before they can reach the ground. You won't kill them, but they'll be injured.

EXCLUSIVE! Moves and Weapons

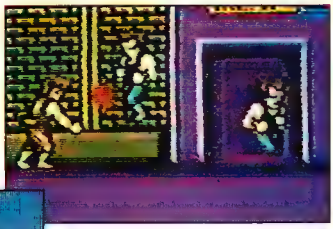
双截龍 DOUBLE DRAGON The Revenge



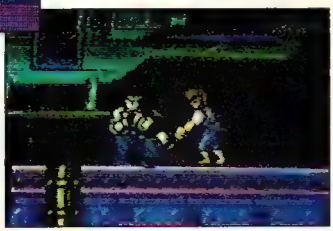
Hurling the Enemy — Grab the enemy's hair by punching him, then pressing the control pad in his direction. Throw him over your head by pressing the attack button in the direction opposite the one you're facing.



Spinning Cyclone — You can spin as you kick by jumping, then pushing both attack buttons. Push either the A or B button to choose the direction of your spin.

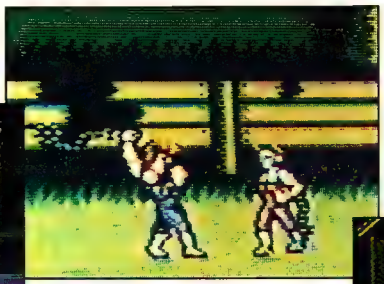


Wielding a Knife — Try to disarm these gang members and grab their knives. Once you're armed, throwing a punch will stab the enemy, or you can throw the knife itself by pressing the attack button in the direction you're facing.



Noggin Knocking — Here's a great move! Grab the enemy's hair, then tap on the attack button in the same direction as the one you're facing. Your knee will really do damage to his head.

Grenade Launching — You can grab the grenades an enemy throws and toss them back at him. Just be careful that they don't explode in your hand.



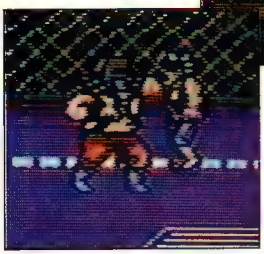
Swinging a Chain — You can inflict maximum damage by whacking a foe with a chain. To swing it, press the attack button in the direction you're facing. Remember, now you can only kick in the *opposite* direction.

Detonating Dynamite — That TNT is powerful stuff. Make sure it's aimed at your enemies and not yourself.

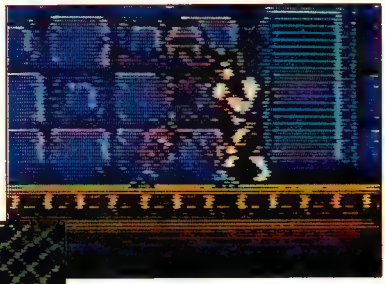
EXCLUSIVE! The Shadow Warriors

DOUBLE DRAGON The Revenge

Many enemies will try to show off their gymnastic skills. These first villains aren't difficult to defeat at all. You can even punch or kick them in the middle of their cartwheels.



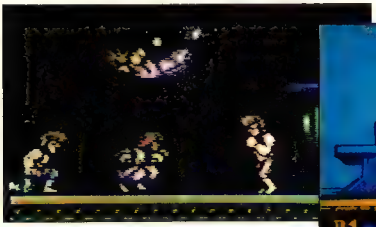
Don't get too close to this Helmethead, or he'll grab you by the collar and start pummeling your stomach. Knock him down, then back off a little.



Helmethead has another nasty trick. He can disappear! Stay close when he vanishes because he'll reappear again in a couple of seconds. Defeat him again and he'll disappear for good.

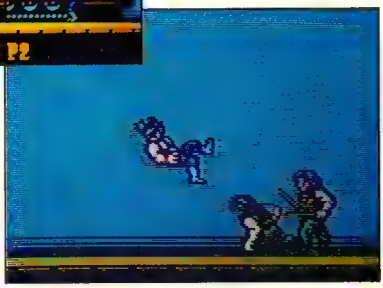
Having Trouble Getting Started?

If you're running into problems in the first few missions, use this secret continue mode to jump right back into the thick of things. When "game over" appears on the screen, enter this formula: up, right, down, left, A, and B. You'll then be able to continue playing from the last mission you were in. But this code only works for the first three missions.



These acrobats from Mission 2 are *really* tough, especially if you're playing alone. One will slide in from each side of the screen and begin jumping and flipping. Stand right on top of them to prevent them from becoming airborne.

This muscleman has really been working out. It seems as if he can block all your punches with his shoulders, so try using the high jump kick maneuver. He's easier to defeat if you can get him onto ground level, too.

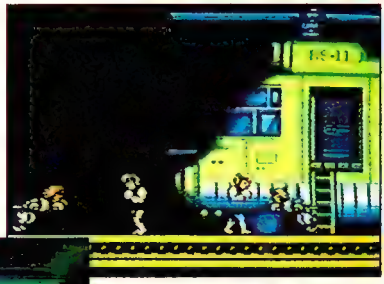


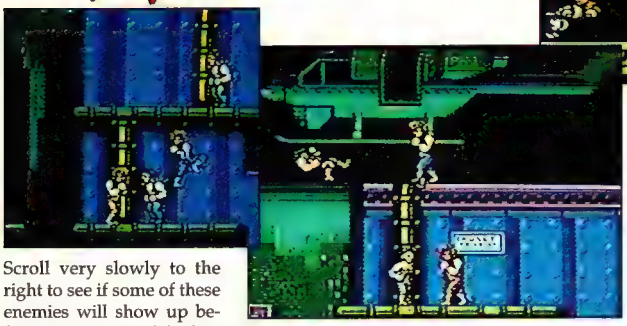
It wouldn't be that hard to defeat these guys if you could disarm them, but neither gang member will give up his staff. Try to avoid their blows while using some fancy maneuvers of your own.

EXCLUSIVE!

双截龍 DOUBLE DRAGON The Revenge

Mission 2: At the Heliport



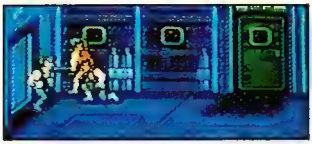


Scroll very slowly to the right to see if some of these enemies will show up before you've jumped the first gap in the floor. If you can catch them with the gap behind *them* instead of *you*, you can push them into the void below.

If you're having trouble avoiding the helicopter's gunfire, try climbing to the top of the ladder, but don't get off. Then climb back down. You then will have avoided the gunfire (but not the enemies inside).

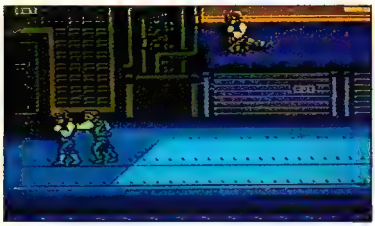
The best way to beat these acrobatic killers is to never set eyes on them. If you're in a two-player game, each of you should stake out an edge of the screen. Then you can punch the acrobats to keep them from entering the picture. You'll hear your punches land home.

Mission 3: Battle in the Chopper

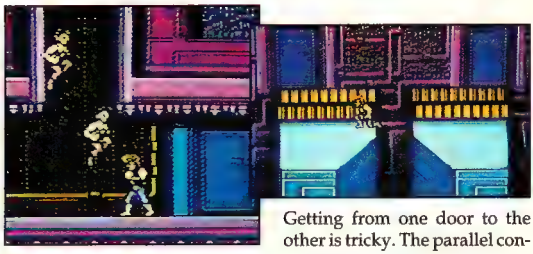


All of Mission 3 takes place in the hold of the helicopter. Try to knock your enemies in front of the green cargo door. It will periodically open and your foes will be sucked out.

Mission 4: Undersea Base



Enjoy the sunset over the water while you can — soon all you'll see will be the pipes of an underwater tunnel.



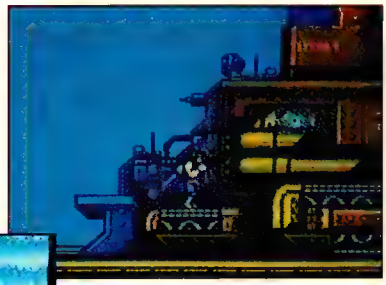
If you're in a two-player game, get into position so that one brother is on either end of the chute. Then you can attack the enemies as they fall.

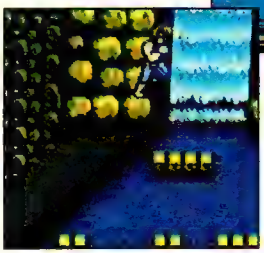
Getting from one door to the other is tricky. The parallel conveyor belts run in opposite directions. Don't get pulled off the edge.

EXCLUSIVE!

DOUBLE DRAGON II The Revenge

Mission 5: Forest of Death





Getting across this stream is harder than it looks. Drop in the water and you'll sink like a stone. The easiest crossing is at the back, where you only have to make two jumps.

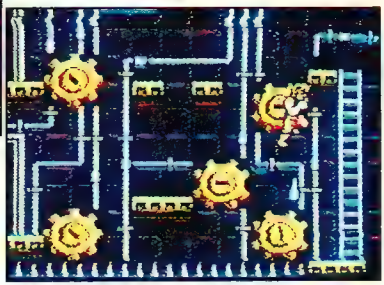
The treads of this train aren't your problem — but the blasts of steam from its engine are! Avoid the engine as you climb to the top of the train. But hop back to the ground once the enemies start coming.

Mission 6: Mansion of Terror

The flame from these torches can knock you onto the spikes below.

You'll have to jump from platform to platform to reach the door, but the platforms keep disappearing. So before you jump, wait until the platform you're on starts to disappear.

Mission 7: Trap Room



Inside the dungeon you'll have to maneuver through several levels of tricky jumps. Here you not only have to keep the huge cog wheels from crushing you, but you also have to watch out for spikes that spring up from the floor.

Mission 8: The Double Illusion

You're about to find out how powerful you are as you fight your exact duplicate. Your twin may be double in muscle, but you have to prove that you can think up better battle strategy than he can.

Mission 9: The Final Confrontation?

Who knows what evil will occur in this battle against the leader of the Shadow Warriors. Are you up to the fight?

THE 3 STOOGES

A GREAT GAME?

WHY, SOITANLY!

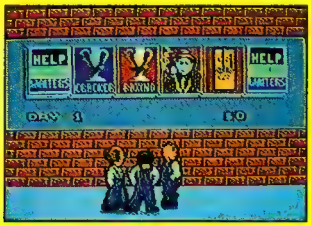
Stoogeville isn't too happy these days. Mr. Fleecem, the no-good banker, is threatening to evict Ma and her three daughters from the orphanage they run. They have only 30 days to pay off the note to Fleecem. Enter our heroes, Larry, Curly, and Moe. They have big hearts — if empty heads — and volunteer to raise the money.

In typical Stooge fashion, things don't always proceed as planned. The trio takes a series of odd jobs, but something always seems to go wrong. If Curly tries to win a contest by spooning crackers out of a bowl of stew, you can bet that the oysters in the bottom of the bowl want the crackers back.

When they take a catering job, it turns into a giant pie-throwing competition. They become hospital interns, but turn the corridors into a midget race-car track. And Curly might never recover from a boxing match unless Larry finds something that plays "Pop Goes the Weasel."

This fun-filled Nintendo game captures moments from some of the Stooges' finest shows, including *Dutiful But Dumb*, *Hoi Polloi*, *Men in Black*, and *Punch Drunk*. But even if the majority of Nintendo players are too young to be Stooge fans, they'll still have fun with the game. Lotsa nyucks, woo woo woos, and eye poking for the silly at heart.

1



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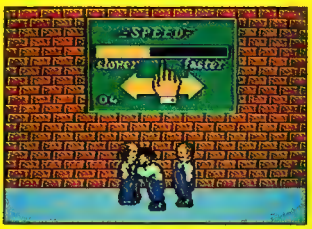
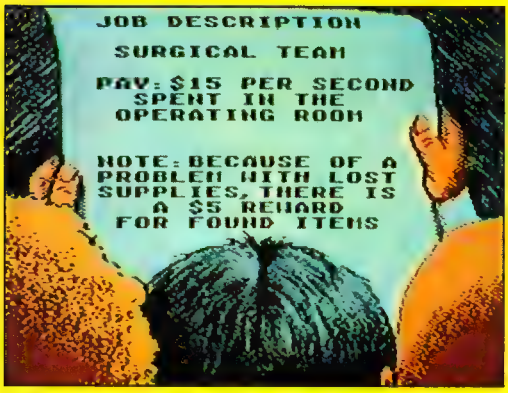
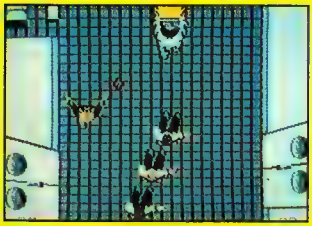


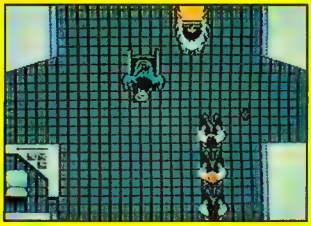
1. If you raise enough money to save the orphanage, Ma will probably have a nice reward for you.
2. *The Three Stooges* is set up like a board game. The squares across the screen are the possible subgames to enter. Try to land on the square farthest to the right — you'll get to the end of the street faster.
3. The slapping game is extremely important to master, since it controls how fast the hand darts from square to square on the game board. Moe needs to poke, prod, and punch the others to slow the hand down.

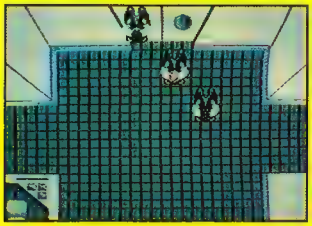
When the Stooges sign up as waiters, they have to serve cream pies to their guests as fast as possible. Naturally, this means throwing the pies. You get $10 for each pie you throw, regardless of where it lands. However, the Stooges can be hit only five times or the game ends. Maneuver the directional pad on your controller until you can get each Stooge to duck in turn. The key to the game is to throw, then duck until another pie appears on the table. It's *very* tricky.


JOB DESCRIPTION
SURGICAL TEAM
PAY: $15 PER SECOND SPENT IN THE OPERATING ROOM
NOTE: BECAUSE OF A PROBLEM WITH LOST SUPPLIES, THERE IS A $5 REWARD FOR FOUND ITEMS

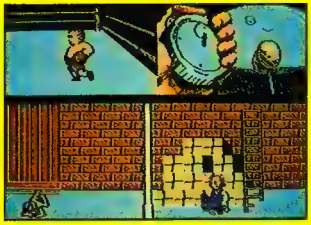
The surgical team subgame is one of the easiest. You need to lead the Stooges in their racing cars down the hospital corridor, avoiding the crippled patients, and picking up the little red crosses when you can. The crosses represent lost surgical items. But the *real* money is made by getting to the operating room as soon as possible. So don't lose speed by going out of your way to pick up crosses. Instead, just stay behind the doctor pushing the gurney. You'll catch some crosses that bounce off the walls, and avoid most of the patients.

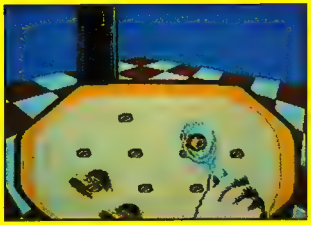




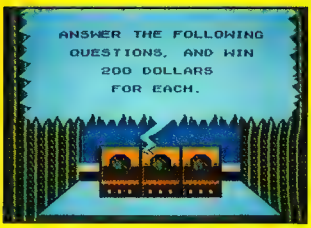


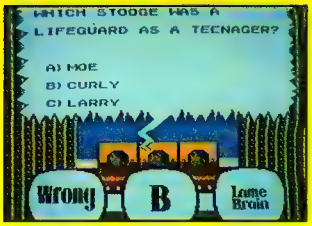
Killer Killduff is one tough competitor, but the Stooges think they have this match won. You see, when Curly hears "Pop Goes the Weasel," he turns into a maniac. There's only one problem. Larry has broken their violin. It's a race against the bell to pick up a radio before the six boxing rounds have ended. Maneuver Larry through the streets littered with dogs, hydrants, newspapers, and lamp-posts. If you have trouble moving Larry between the objects, race him right down the middle of the sidewalk, and keep jumping to miss everything that falls in his path. You'll get $500 for returning to the boxing ring, and an additional $100 for every round Curly doesn't have to suffer through.





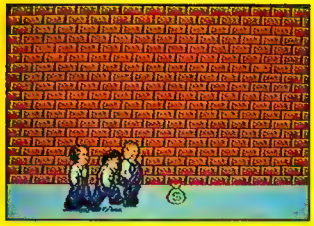
Curly encounters some unexpected trouble when he enters the oyster and cracker-eating contest. There are two oysters in each bowl that grab the crackers as fast as Curly. Just dip your spoon in the bowl and pull it straight out. The first bowl has about ten crackers in it, but each additional bowl has only two or three. Keep spooning out the crackers and hoping that the oysters don't squirt Curly in the eye.





When you land on the trivia square, you'll have a chance to answer three questions about the Stooges. Remember your answers — the same questions will pop up again before too long.

Well, Mr. Fleecem isn't going to call in the loan on the orphanage *this* time, but you've lost a whole day when you could've been making money.



Though there are four main subgames, the Stooges have a lot of other chances to pick up money. Just remember that every square you land on represents one day. You may have 30 moves before the game ends, but it can end prematurely if you get grabbed by too many mousetrap squares, or if you land on the banker square and he decides to call in the loan early.

Easy ways to make some cash are to land on the ?, $, or Safe squares. The Stooges will find a bag of money (though sometimes Fleecem shows up under the ?), or the trio will receive a reward for returning a sum they've found. You can't guarantee the amount you'll earn, but it's a good substitute for a subgame you haven't mastered yet.

Oops! You've saved the orphanage from Fleecem's clutches, but Ma can't afford to make any magnanimous gestures if she can't even afford repairs. Maybe you should try again.

TEENAGE MUTANT NINJA TURTLES

Michelangelo fights with nunchucks. His weapons cover the most screen area, even though he's one of the weaker turtles.

Donatello's preferred weapon is the *bo* staff. He has the longest reach, the greatest strength, and the slowest speed.

Leonardo specializes in the *katana* blades. Use him when you need to conserve energy for your stronger turtles.

Raphael fights with the *sai* — he's deadliest against flying enemies.

HARD-SHELL HEROES TO THE RESCUE!

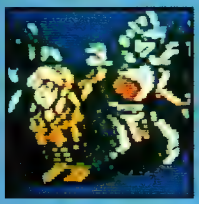
They're mean! They're green! They're everywhere!

About four years ago, two young comic book fans named Kevin Eastman and Peter Laird wrote and inked the first adventure of the *Teenage Mutant Ninja Turtles*. Their concept was wacky, even for comic books: four genetically altered turtles who become humanoid, adopt the names of Italian Renaissance painters, and acquire black-belt expertise in the martial arts. They also develop a passion for pizza (with extra sauce) and a healthy appetite for partying.

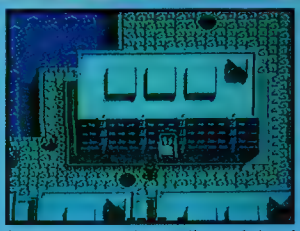
The turtles made their debut in a crude black-and-white comic book with very limited circulation. Maybe it was the sheer nuttiness of the title, but for some reason the comic book caught on and quickly sold out — as did reprints and subsequent issues. A host of imitations soon followed, with titles such as *Armor-Plated Adolescent Aardvarks*. The imitators soon faded from sight, but the original turtles became a genuine phenomenon.

Now the turtles are an established part of American pop culture. They are stars of their own syndicated TV series, with several videocassettes in the stores and more on the way. It was only a matter of time before a Nintendo game appeared.

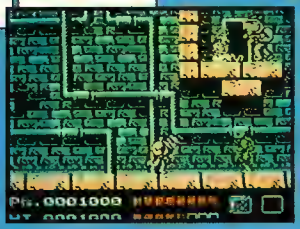
Pleasant surprise: *Teenage Mutant Ninja Turtles* happens to be one of the best spin-off games of the year...and also one of the most difficult to beat. To help you get into the action and *stay* there without turning into turtle soup, *Game Player's* proudly presents the whole (well, almost) pizza, slice by slice.



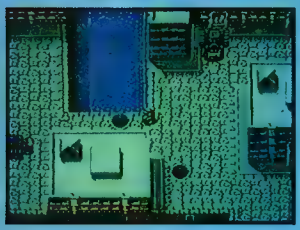
As the game begins, the turtles' friend April has been kidnapped by Shredder, their worst enemy.



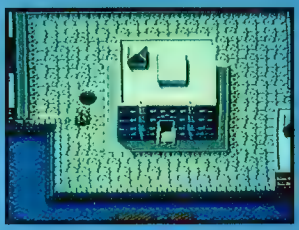
As soon as you leave the safety of the sewer, two enemy foot soldiers will come at you. Escape them by ducking into the nearest manhole.



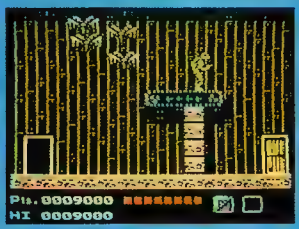
The first mini-boss monster resembles a giant pig. Stand back and let Donatello destroy him from a distance.



Once you're back on the street, head for the dockside manhole. Your first slice of pizza is waiting there.

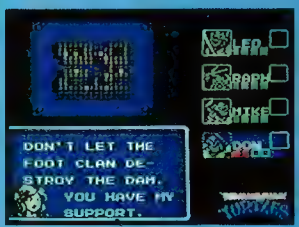


Deciding where to go next is easy — there's only one entrance in sight.



Inside, be prepared for an attack by flying nuisances.

At the end of level 1, you'll find April. Boss Bebop can sap lots of energy, so wait until he lands, then hit him with a side-to-side motion.

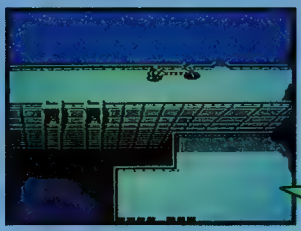


From this point on, you can get messages from April by pushing the Start button and calling up a subscreen.

Refuel your weakest turtle inside the dam. Once you destroy the Roof-Walkers, you'll find half a pizza at the top of the ladder.

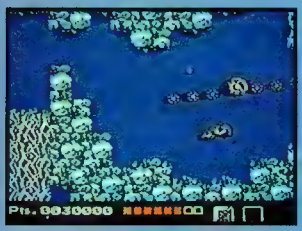
TURTLES

Destroy this last foe near the ceiling, and tackle a whole pizza for lots of energy.



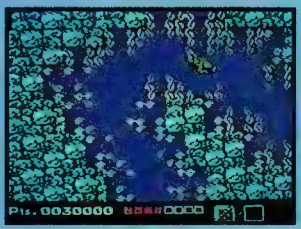
Once you're atop the dam, head for the opening in the highest railing, then dive in.

Move quickly during the underwater sequence. Those bombs have short fuses.

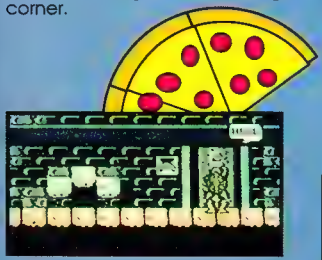


To get past this rotating trap, think of it as a revolving door. Follow it around, exiting at the top right corner.

Contact April periodically to find out how many bombs still need to be disarmed.

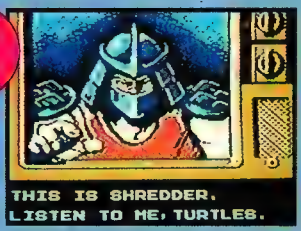


Save one full-energy turtle to use here. The pretty pink seaweed drains energy. And turtles — as everyone knows — are slow swimmers.



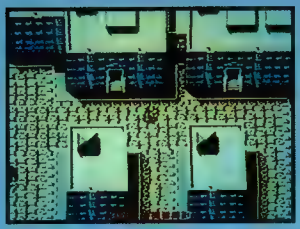
Thinking his work day is over, our turtle returns to his sewerific pad for a shower and some hard-earned pizza.

Surprise! The place is a wreck and Master Splinter is gone.

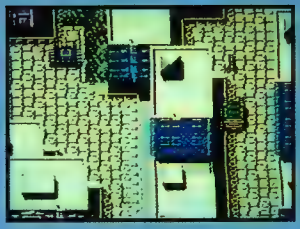


A challenge from Shredder: He dares you to come and rescue Splinter.

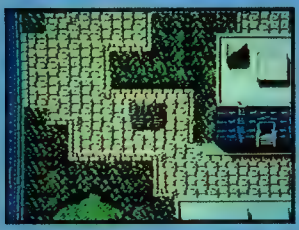
At the start of level 3, drive the Party Wagon to this building for missiles and a whole pizza. You'll need both.



If a turtle has been captured, there's one location on each level where you can rescue him. On level 3, it's the building on the right.



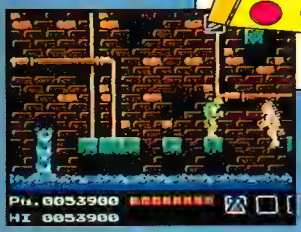
On straightaways, fire a missile — you may get more than one roller tank with it.



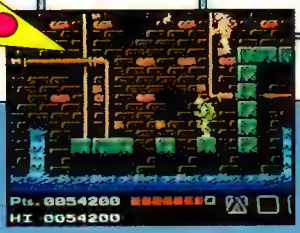
Enter this building to start the final stage of level 3.

You can use ropes at this stage, but it's faster if you just skip that part.

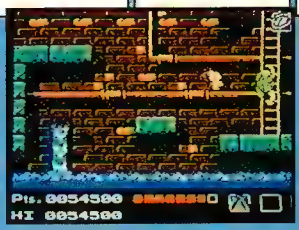
Don't jump too hard, or you'll fall and be swept away. Just tap the jump button lightly.



Wait for the Fire Freak to fall into the water, then grab the pizza.



If you stand on the left of the block, the Fire Freak will fall into the water without touching you.



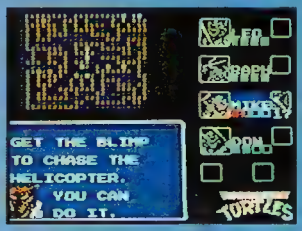
This valuable whole pizza keeps reappearing if you climb up and down repeatedly — a great chance to reenergize all your turtles.

On this screen, use the wall as a shield and Donatello's staff as your preferred weapon.

When you find Splinter, you'll also find Mecaturtle. Be ready for him.

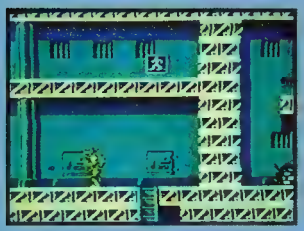
TEENAGE MUTANT NINJA TURTLES

It takes teamwork to defeat Mecaturtle. Mike and his boomerangs are suitable for starters.

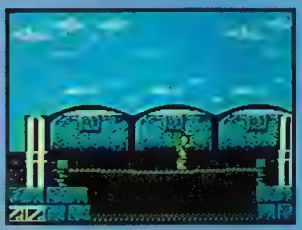


Once you've freed Splinter, he too will give you advice.

Level 4 starts at JFK International Airport. A whole pizza gives you another chance to feed all your turtles.

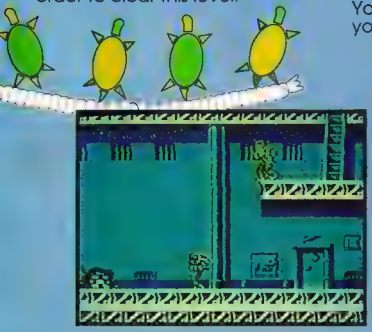


The rope symbol looks like a tightrope walker. You *must* grab it in order to clear this level.



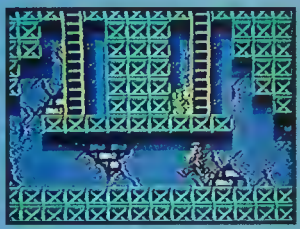
You'll need your ropes as soon as you leave the first building at JFK.

After your tightrope act, you'll be rewarded with half of a pizza.

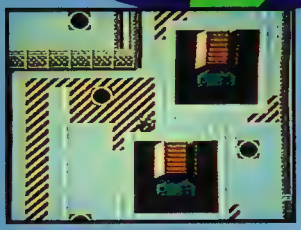


Use Raphael here — just beyond the robot guard, there's a swarm of flying enemies.

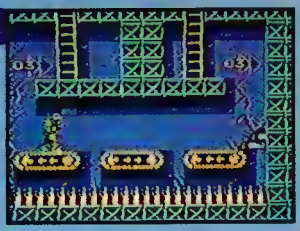
In manhole 2 at JFK, use Donatello's long reach to knock out the lasers on the ceiling.



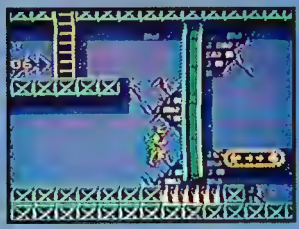
Move from left to right, then hop up and hit downward to destroy this mini-boss.



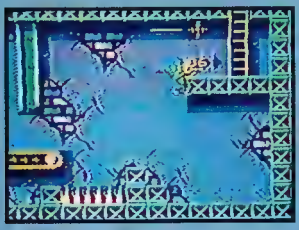
From manhole 2, head for manhole 3, at the upper left.



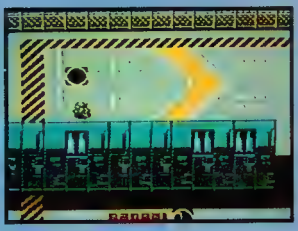
Proceed carefully here — those spikes are deadly. You *can* jump from the treadmill's shadow as well as from the moving belts themselves.



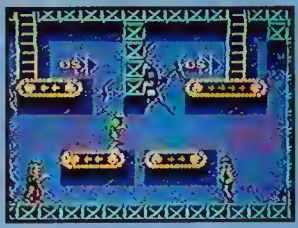
Manhole 3 leads to manhole 6.



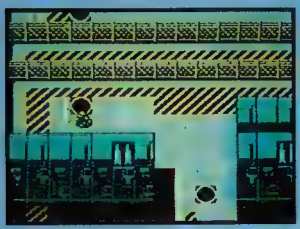
Use Donatello's staff to make quick work of this laser cannon at the end of manhole 6.



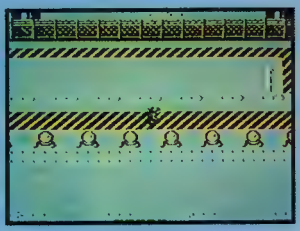
Manhole 6 (bottom of screen) leads to manhole 8 (top left).



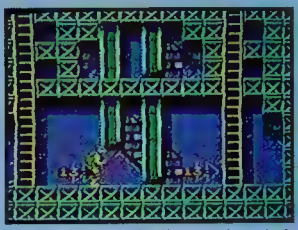
Stay on the treadmill when you enter manhole 8; if you do, you'll be safe.



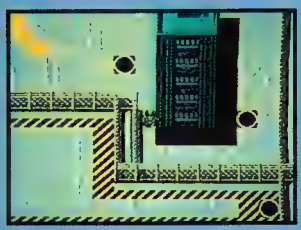
Skip the manhole at the middle right. Instead, head for manhole 9, the third opening you come to.



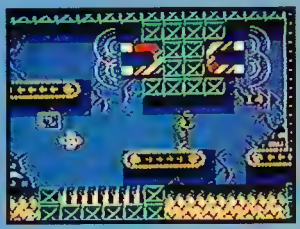
After leaving manhole 9, you'll have many directions from which to choose. The best choice is manhole 13, at the upper right.



If you lose a turtle on level 4, manhole 13 is where you'll find him.

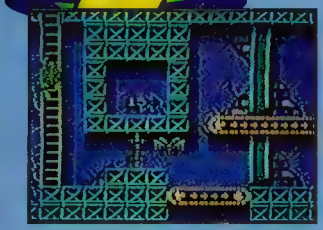


Manhole 14 is next; it's just around the corner.

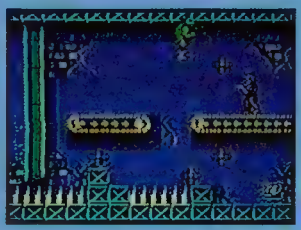


Don't touch the fire — it's deadly. And ignore the magnets — they're just for dramatic effect.

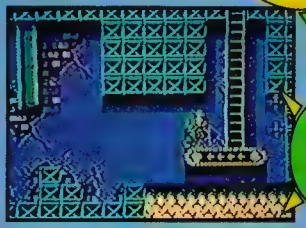
TEENAGE MUTANT NINJA TURTLES



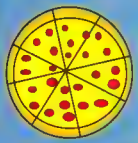
Your next stop is manhole 15. Use Raphael and Donatello to get through here.

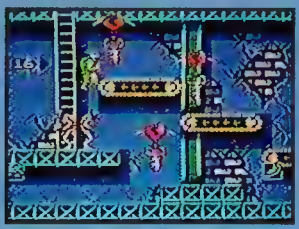


Eliminate *all* of the laser cannons before trying for that delicious-looking pizza at the bottom right.

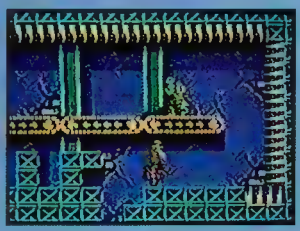


Fire pits, reverse treadmills, and laser guns! Move quickly and smoothly here or *something* will get you.

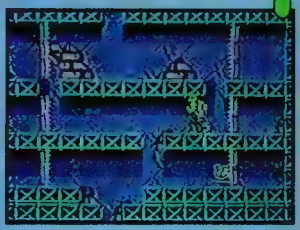




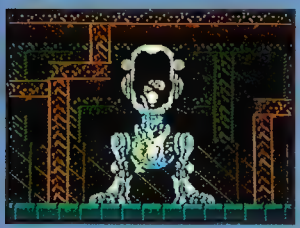
All you want in manhole 16 is the pizza on the right, and the Mr. Invincibility icon on the left. Just ram your way through — don't waste time fighting.



In manhole 17, just ease off the edge of the treadmill, or the spikes will surely get you.



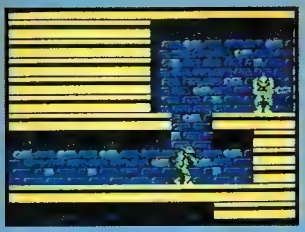
These crushing walls are tricky. Don't move too fast. Use a stop-and-drop technique.



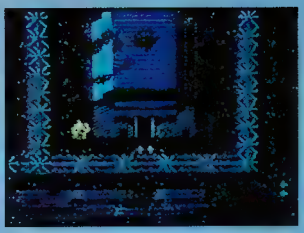
The Big Mouser's vulnerable point is his tonsils. Stand between his eyes and use Donatello or Leonardo's long reach.

Once you've cleared level 4, the blimp takes you to Shredder's hide-out.

This is where you advance to level 5 to find pizza or rescue captured turtles.



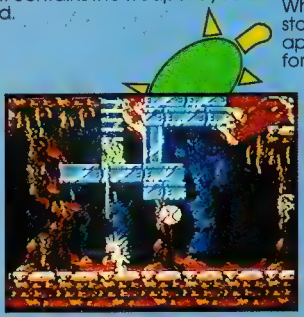
You can locate captured turtles at the end of a long yellow corridor.



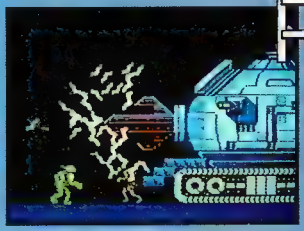
Head northwest to the next building. It contains the weapons you'll need.

When you climb up and down the stone ladder, boomerangs keep appearing. Stock up on them before your final confrontations.

Each turtle can collect up to 99 boomerangs here — better to be safe than sorry.

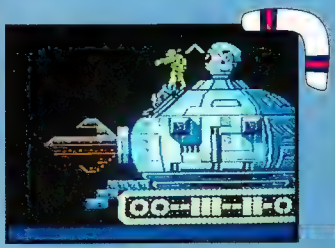


These enemies are too powerful to defeat in a face-to-face battle. Try attacking them from above.

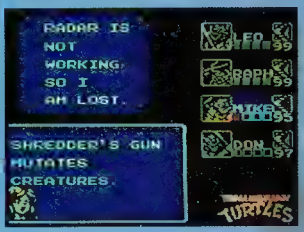


The Technodrome looks fearsome, but you can defeat it if you think strategically.

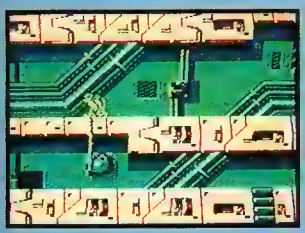
Knock out the gun turrets first, then destroy the hatch from which the soldiers appear.



Finally, use your boomerangs to destroy the cyclops eye on top.



You'll have no map for the final area, due to a "radar breakdown."

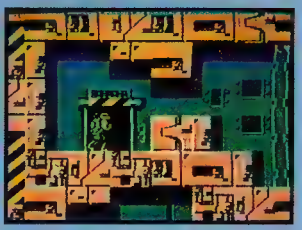


You'll eventually have to follow the lower path, so eliminate this gun turret now, from above, when it's much easier to do so.

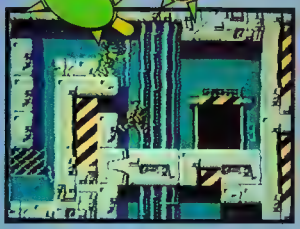
When you reach this pizza, give it to Don — he'll be your most important turtle in the battles that follow.

TEENAGE MUTANT NINJA TURTLES

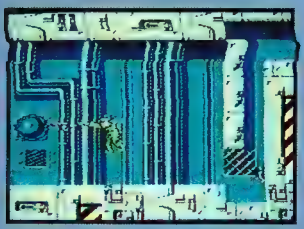
Squat on the ledge and use the *bo* staff against this foe.



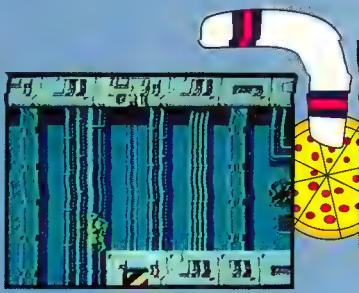
Watch out when you go through this door — there's an enemy on the other side.



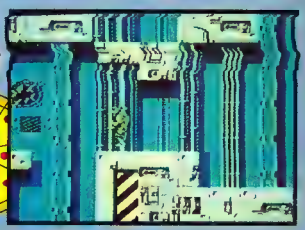
Somersault to the left, then strike from above.



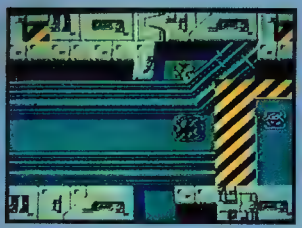
Jump over and smash this wall-mounted turret.



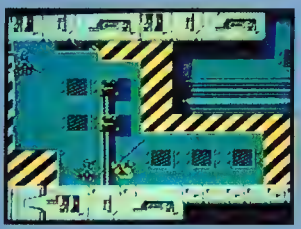
Destroy this cannon with your boomerang, then go left to find the much-needed scrolls.



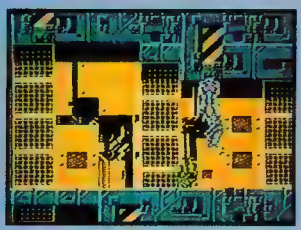
After destroying this cannon, go left and you'll find a whole pizza.



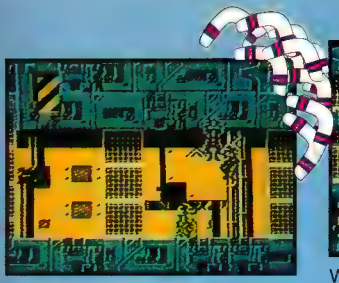
To the right of this cannon, you'll find Mr. Invincibility.



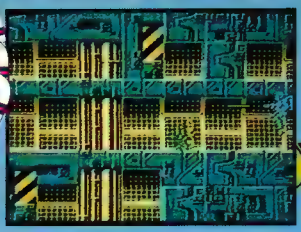
Using Mr. Invincibility, it's a cinch to get through this otherwise difficult section of the game.



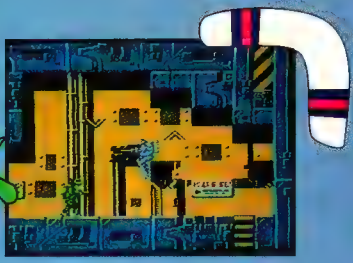
Duck under these laser troopers, then make a run for it. Shredder is near.



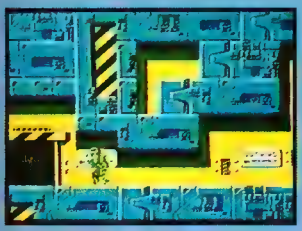
Use boomerangs on the second group of laser troopers.



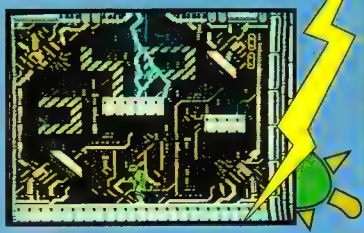
When you reach this narrow corridor, stop and duck as soon as the troopers come on the screen. They'll shoot, miss, and then go away.



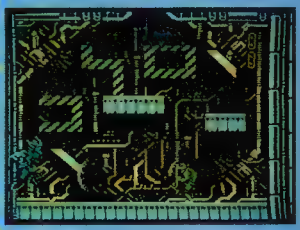
Use scrolls or boomerangs on this flying foe.



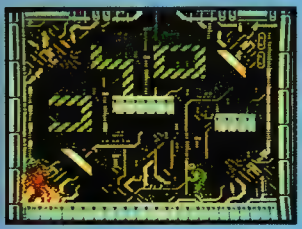
At last! Shredder's lair! Beyond this door lies destiny or doom.



Shredder enters in a bolt of lightning. Stay at the bottom of the screen and be ready.



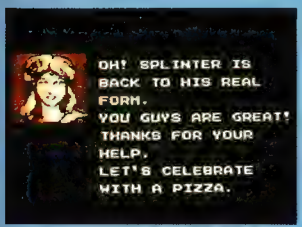
Hurl scrolls at Shredder the instant he touches the ground, and don't let up.



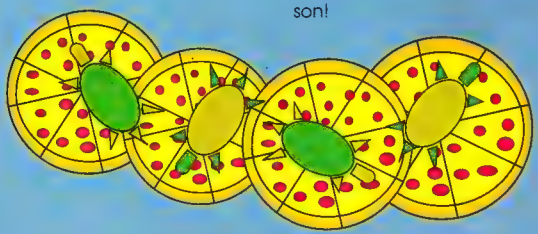
It takes only a few good hits to create a tasty Shredder-melt!

Splinter gives thanks for your victory.

Quite a before-and-after comparison!



And April has her own way of thanking you — with extra sauce!



Dr. Chaos is a complicated game in which the player assumes the role of Michael, the brother of a mad scientist, Dr. Chaos. Michael undertakes a perilous search through a chaotic mansion to find his missing brother.

But first Michael must explore and map the vast old house, then search 11 dangerous warp zones (if he can locate them) and defeat the hordes of monsters he finds there. Somewhere in the mansion are pieces of a laser weapon powerful enough to get rid of its sinister inhabitants.

Mapping is difficult because of the warp-zone effects. Monsters appear randomly, secret passages honeycomb the walls, rooms have no doors, doors lead nowhere ... and halls are filled with rats and bats.

Mapping the mansion is only the first stage of this complex game, but it is the most time consuming. Each room is a separate puzzle to solve and fit into the overall picture.

To help you get started, we've made part of the map. It shows the arrangement of rooms and doors, a key to the contents some rooms (but no information on where the items are *within* a room — that would spoil the fun!), and details of the first warp-zone. That zone is where you locate the "warp-zone detector" with which you can find the other warp zones, and obtain the first component of the laser weapon by defeating a goofy-looking monster.

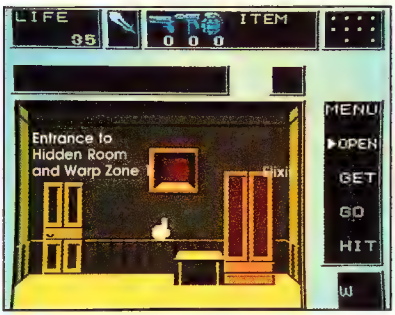
(NOTE: We've made every effort to produce an accurate map of the mansion, but you may encounter doors or other features not shown here — by-products of Dr. Chaos's warped experiments. The effects are randomly generated and will appear and disappear in no pattern. We show only the permanent features we found in the dozens of hours we played *Dr. Chaos*.)

NORTH WALL

EAST WALL

SOUTH WALL

WEST WALL



KEY TO THE ROOMS OF DOCTOR CHAOS

ATTIC

1
- Grenade
- "No way" door
- Elixir
- Door to room on left

2
- Hole to 2nd floor, room 6
- "No way" door
- Door to hall
- Elixir
- Machine gun

SECOND FLOOR

3
- Monster
- Machine gun
- Door to hall
- Hole to room 2
- Elixir

4
- Pistol
- Hit-hole to attic
- Hit-hole to room 5
- Door to hall
- Grenade
- Elixir

FIRST FLOOR

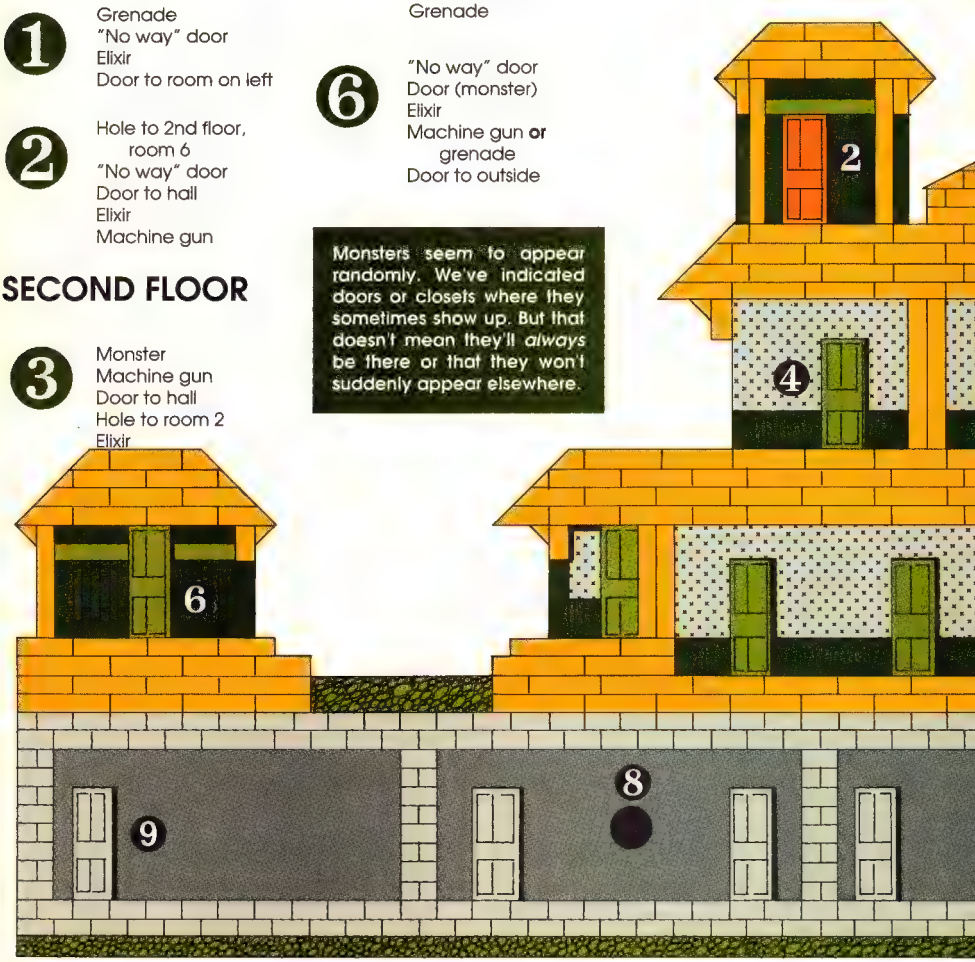
5
- **Entrance to Warp Zone 1**
- Pistol
- Door to room 3
- Grenade

6
- "No way" door
- Door (monster)
- Elixir
- Machine gun **or** grenade
- Door to outside

Monsters seem to appear randomly. We've indicated doors or closets where they sometimes show up. But that doesn't mean they'll *always* be there or that they won't suddenly appear elsewhere.

BASEMENT

7
- Hit-hole to 1st floor
- "No way" door
- Door to 3rd room
- Grenade
- Elixir
- Hit-hole to 4th room



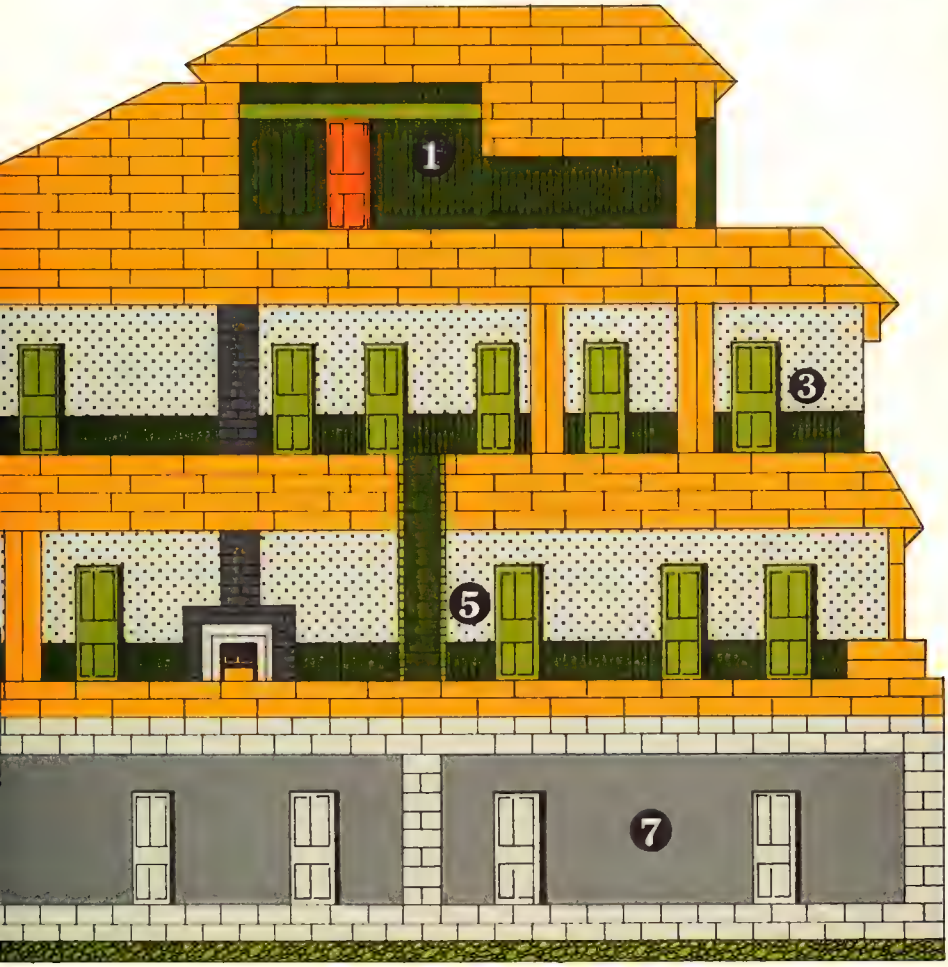
8

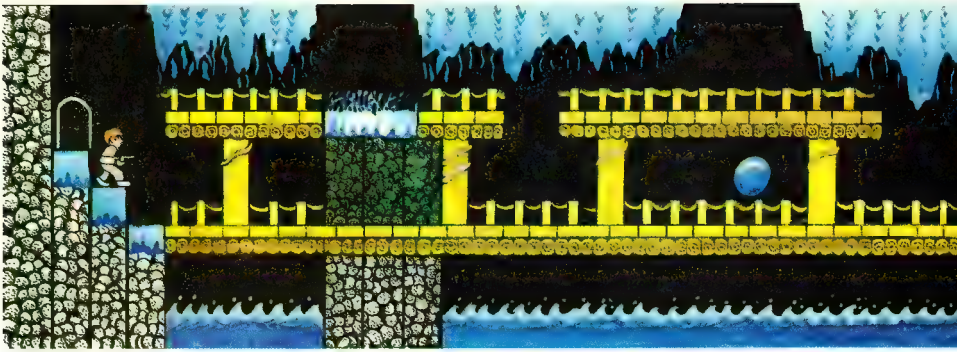
Hit-hole to 1st floor
Grenade
Door to hall

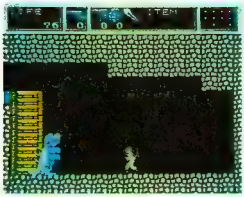
Some "no way" places may turn into warp zone entrances after you get the warp zone detector from Warp Zone 1.

9

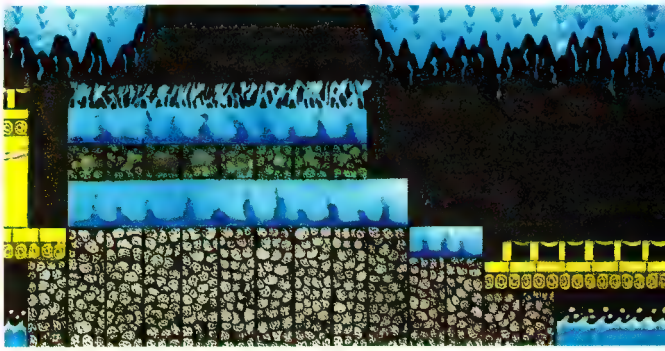
"No way" door
Door to hall
Elixir
Hit-hole to room 9

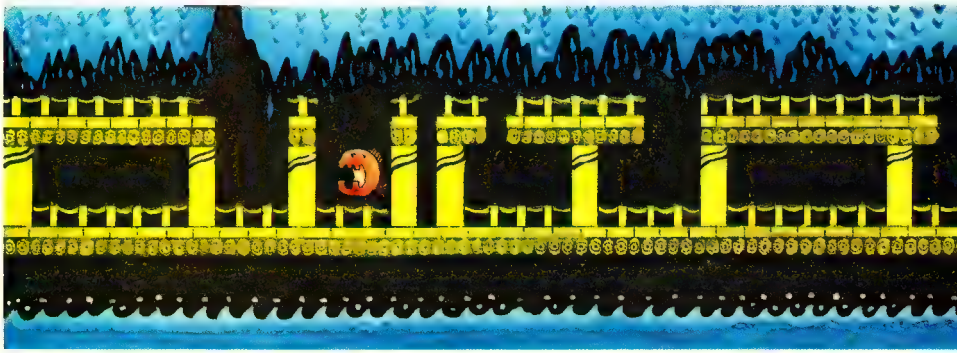


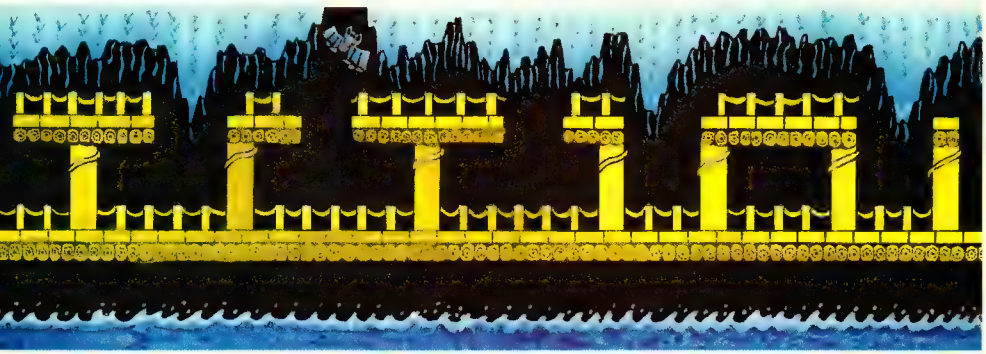


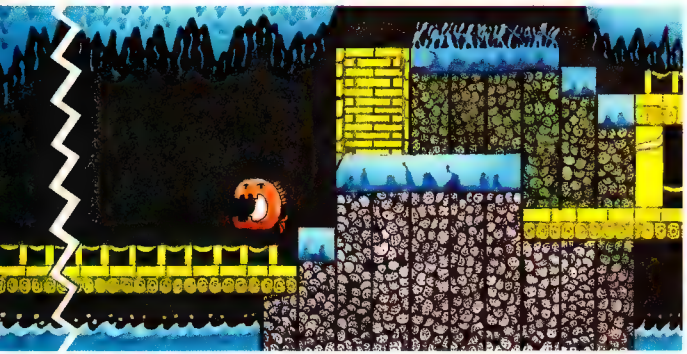


You can get the warp detector by jumping over the monster, but unless you kill him, you won't find the first part of the laser weapon.

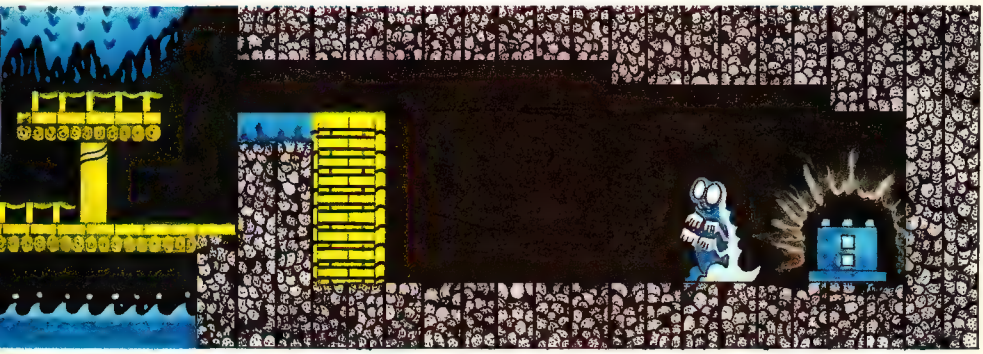








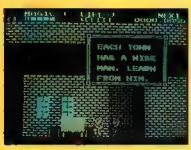
Be ready to kneel and thrust your knife at the rat—he'll come at you as soon as you enter the mansion.



ZELDA II
THE ADVENTURE OF LINK

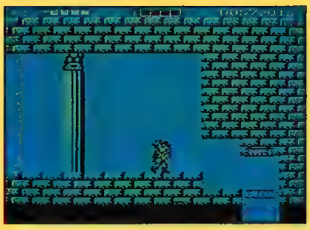
More than a few *Zelda II* players are having trouble leading Link to the third element of the Triforce. After all, Hyrule is a vast land, and it's crawling with sinister servants and sentries loyal to Ganon. Here are some hints and tips that can help you wake Princess Zelda from her slumber and free the homeland once and for all.

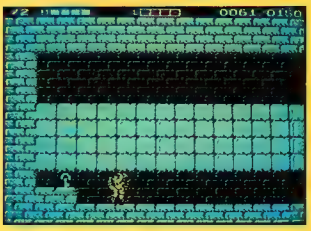
First, a few general guidelines. Because the palace guardians become increasingly difficult to defeat, you must build up your life and magic levels throughout the game. Also, remember to map your way through the palaces *and* through Hyrule. You don't want to become the missing Link.



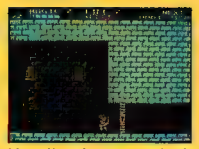
1 After finding a life container in a nearby cave just southwest of the North Castle, go to the town of Rauru. Speak to everyone there to receive valuable hints and to find your shield.

2 When Link takes the road less traveled, it makes all the difference. Off the road, he must battle three screens of enemies. By defeating them, he can increase his experience.





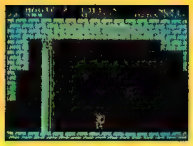
3 Begin your odyssey in the northeast corner of west Hyrule, inside Parapa Palace. After descending in the first elevator, go left to retrieve the first key.



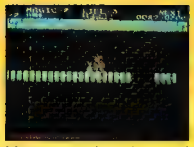
4

Use the key you just found to unlock the door to the right of the elevator.

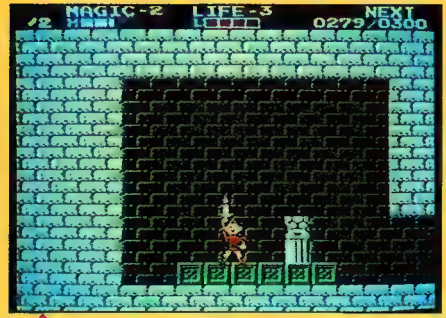
Skip the second elevator to get to the third. Go up one level, where you'll find the second and third keys.



If you walk past the third elevator, you'll find a fairy. Jump up to her — she'll replenish your life level.

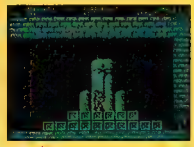


Now go back and take the second elevator down one level. If you walk left, across the disintegrating bridge, you'll stumble on a treasure bag that will boost your score.



5

Across the bridge and through another locked door is the candle. It helps you see exactly what you're up against, especially in dark caves.

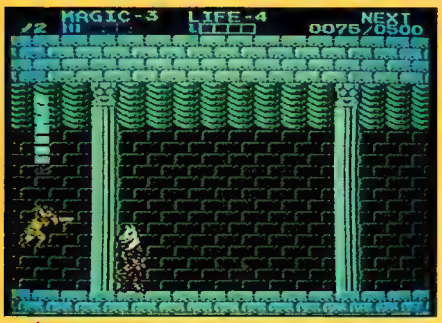


7

Put the crystal in the statue to replenish your life, power, and points, and to exit the palace.

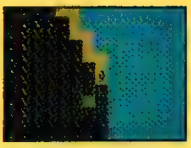
HINT

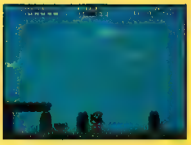
Whenever you exit a palace and it doesn't turn to stone, it means you left something critical behind. It is wise to go back and get it.



6

Return to the third elevator and take it down one level. Beyond one door waits Horsehead, the guardian of Parapa Palace. If you stay on the far left of the screen, you can reach him with your sword, but he can't reach you.





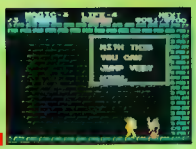
8

South of Parapa Palace, along the east coast, is a small patch of forest land. Explore this area for a life container.

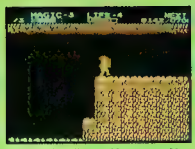
9

On your way to the town of Ruto, stop off in the Tantari Desert and tour one of its caves. Inside you'll find a statue of the Goddess. But be on guard — the boomerang devil will try to stop you.

10

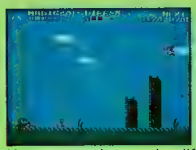


Trophy in hand, talk to the lovely lady in Ruto. Her uncle has a surprise for you.



Head directly south to another of Hyrule's many caves. You'll need your newly acquired jump spell to leap atop this high ledge.

11

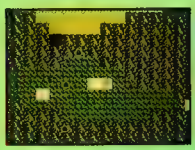


If you need an extra life, or additional magic, find a good spot in the Moruge Swamp for a fight. Killing off mass quantities of Octoroks and Mobies can increase your life and magic levels. The best spot for this is the extreme left edge of the screen. It takes quite a bit of time, but you should try to eliminate enough of them to raise your life and magic levels to at least six.

HINT

Each palace has a statue out front. Most statues will reward you with something if you smash them with your sword. There are also statues bearing gifts inside the palaces.

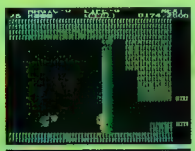
12



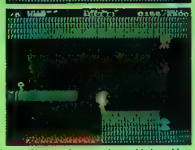
Patches of land can serve as places of refuge as you make your way to Midoro Palace. On one of the patches is a magic jar.

Once inside Midoro Palace, take the first elevator to the very bottom level. To the right is the first key.

13

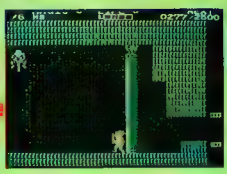


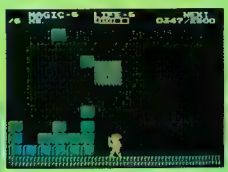
Go back up one level and then left to recover the second key.

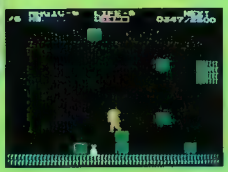


Go up another level and exit to the left. Just past the locked door is the third key.

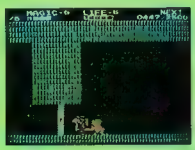
14







Continue left and take the next elevator down one level. If you exit to the left, you'll encounter falling blocks. If you get completely blocked out, go back toward the elevator until the screen flashes black, then try to run quickly under the blocks.



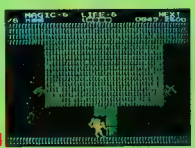
15

You'll have to battle two iron warriors to get to the glove. Low blows and head blows are usually effective against the ironknuckles.

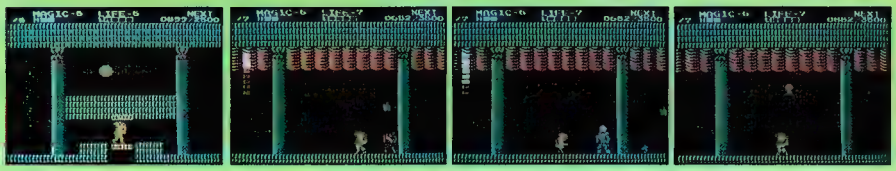
16

By swinging your sword, you can use the glove to break blocks inside the palace. It's impossible to complete your mission without this valuable mitt.

17

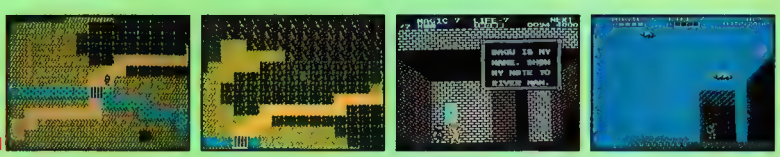


Return to the elevator and go to the bottom level. Exit right, past the iron warriors, and use your glove to smash through the blocks.



18

Soon you will come to another elevator positioned between two columns. Take it to the bottom level, where you will meet Helmethead. To defeat this enemy, leap in the air and aim for his head. You should be able to knock off his helmet. Repeat this move to remove his chain mail. You can then defeat him by chopping off his head.

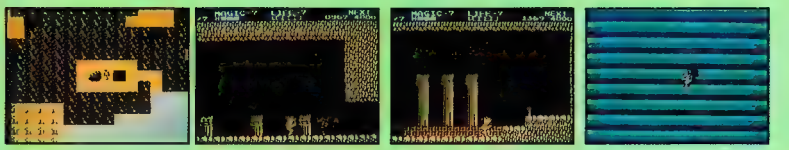


19

Get back on the road south of Midoro Palace and cross the bridge to the Water Town of Saria. Here you must find the mirror in order to get the magic.

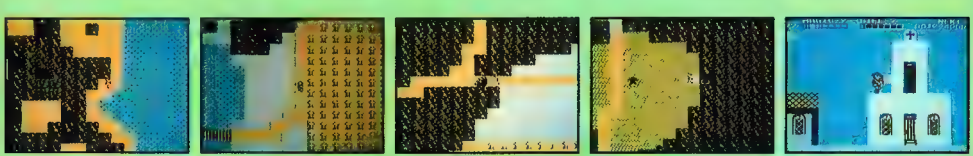
Enter the woods north of Saria and locate Bagu — he can help you. To find him, go to the seventh block from the right on the second row from the top.

When you return to Saria, the River Man will now happily build you a bridge.



Just south of Saria is Death Mountain, where you can find the hammer. But first you'll have to battle three alligators that hurl axes at you. Keep in mind that your shield cannot protect you from ax blows. When you defeat this terrible trio, you can retrieve the hammer and use it to break rocks and fell trees.

Smash the rock in front of the cave and jump into the chasm. At the bottom you'll find a magic container.

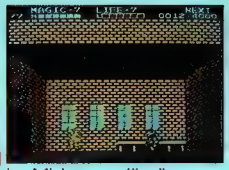


Go north along the coast to avoid the maze of caves. Cross the bridge to the King's Tomb and head northeast along the mountain ridge.

When you reach the road, head due east. When you come to this boulder blocking your way, use the hammer to clear a path.

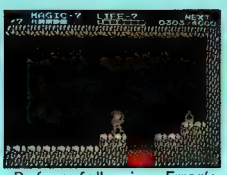
Next, take the first right and head north until you see another cave blocked by a boulder. Inside, you'll find another vital object.

It might be wise now to visit the town of Mido, located to the northeast of the King's Tomb. When you get there, jump up to the bell tower of one of the buildings. Inside you can acquire a very special skill.



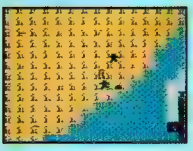
20

In Mido, you'll discover that a return trip to Ruto is in order. Once you're in Ruto, talk to Error. You can trust him, in spite of his misleading name.

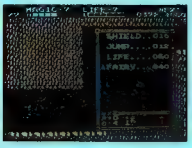


Before following Error's advice, go to the cave located north of Moruge Swamp and due south of the town of Ruto. Inside this cave you'll find the Water of Life.

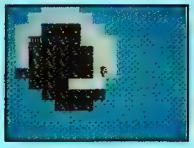
Now return to Mido and go to the hag. Follow her and receive an important magic spell.



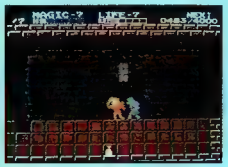
Here, where Link is standing, is an ancient tunnel, which will take you to the Island Palace. Inside the tunnel, use your fairy magic to flutter atop a steep ledge.



The tunnel is the only way to this palace. Mercifully, there are fewer twists, turns, and terrors on this island.

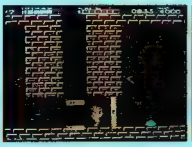


Use your downward thrust to retrieve the golden key.



21

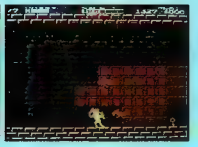
Duck in and out to defeat this chain-hammer foe. You have to move fast, because your shield is worthless against his blows.



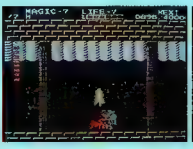
22

After retrieving the silver key, take the elevator down one level and exit to the right. You'll eventually stumble upon the third key.

To get the raft, defeat the blue ironknuckle. The blue warriors are more difficult to defeat than the red ones, so you'll have to fight a little harder.



Now go through the two elevators on the left side. Retrieve the key protected by a swarm of dog heads.

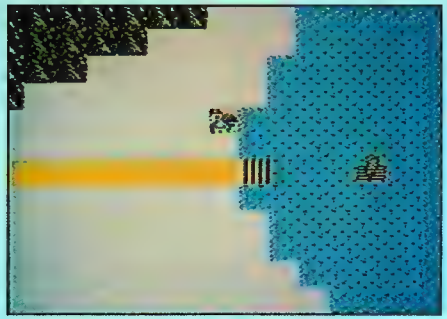


23

Take the second elevator to the bottom level. Here you'll fight an iron warrior on horseback. To defeat him, you must first knock him off his mare. Then he becomes an ordinary blue warrior. After he's defeated, you can secure another crystal and exit the Island Palace.

HINT

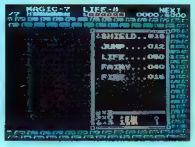
Surprisingly, it's easier to knock the horseman off his mare if you don't use your jump spell.

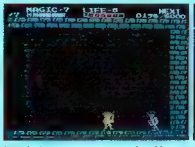


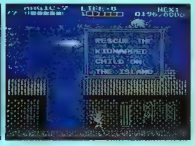
24 After restoring your magic and life levels in Mido, go to the shore and launch your raft. You are now on your way to fabulous East Hyrule.

26 Now make your way to the town of Darunia. You'll have to pass through a cave and deserts to get there, so be prepared for a difficult journey. When you get to town, leap onto the buildings. Use a method of entry made famous by a jolly gift-giver from the North Pole.

25 Your first stop on this side of the land should be the town of Nabooru. Quench your thirst at the fountain and follow the lady to her abode. She has a valuable addition to your arsenal.

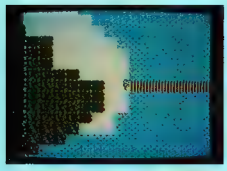


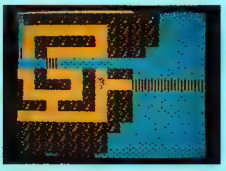


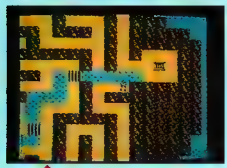


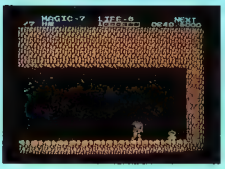
27 Inside one of the buildings is the upward thrust.

There is trouble in Darunia. Terrorism has hit this small community, and only Link can help.

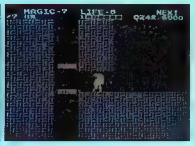






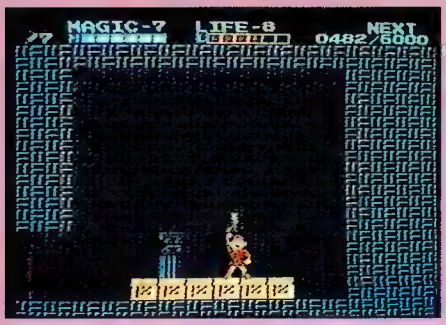


28 Don't dally — a child's life is at stake. Go due east and cross the bridge, which leads you to Maze Island. On the east side of the island is a secret tunnel, where you'll find the hostage.



29 Return the child to the hag in Nabooru. She will reward you for your efforts with an important spell.

Return again to Maze Island and find the secret palace. Take the elevator to the bottom level and proceed right to the next elevator. Go down another level and exit again to the right.



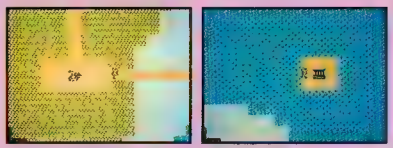
30

On your return trip, after retrieving the key, dive into a deep chasm and enter another tunnel. Hidden at the end of this tunnel is a pair of boots that enable Link to walk on water.

31

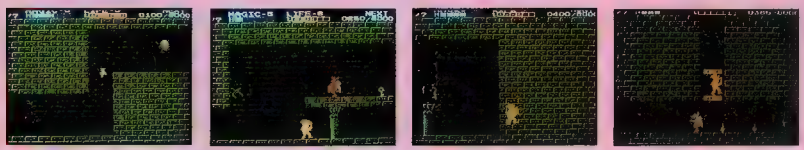
Drop down another chasm and locate another key. Magicians will begin popping up, hurling their spells at you. Use the reflect spell given to you in Nabooru to defend against their attacks. You must retrieve four other keys in this palace before battling Carock, the master magician.

32



After defeating Carock, return to Nabooru and replenish your life and magic levels. Then head east across the sea, using your boots to walk across the water, and go to the Palace on the Sea.

33



When you reach this steep ledge, use your fairy magic to fly up and over it.

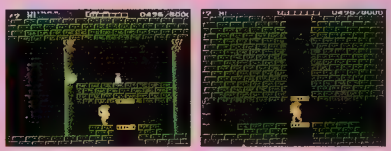
Take the next elevator down and exit left. Take another elevator below and again exit left. Descend a level in yet another elevator and exit right to find the first key.

Continue on this level to the right. After defeating the blue warrior, walk through the green wall. Skip the fourth elevator and make your way to the fifth. Go up one level to retrieve the second key.

34

Now return to the fourth elevator and drop down one level to search for the magic flute. You'll need this precious instrument to find the last palace, and also to rouse Zelda from her deep sleep.

35

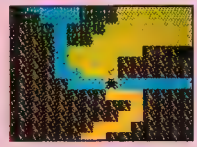


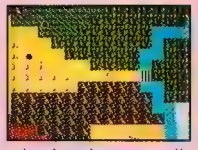
Go back up the fourth elevator and return to the third lift, walking back through the wall. Take this elevator up one level and exit left. Go past the next elevator and smash your way through the green blocks to retrieve the third key. Then ascend yet another level.

36

Goomya, the guardian of this palace, is dangerous. Try to approach him quickly before he starts swinging his mace (it can penetrate your shield). Strike him quickly, then retreat to safety. Repeat this tactic until Goomya is defeated. Afterward, the fourth key will drop.

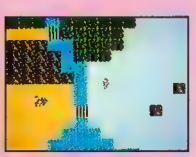
37





After restoring your meter levels, go south through the field to the road guarded by a huge spider. Play your flute and he'll let you pass. Continue south along the road and walk through the cemetery before heading east across the bridge.

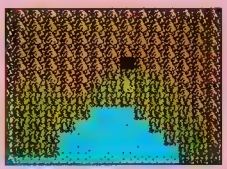
38

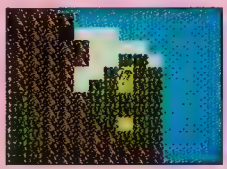


It might be wise to fly over the bridge using fairy magic. Once across, head south to another bridge that will lead you to Old Kasuto Town.

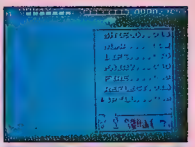
You'll learn that there is something unique about Old Kasuto. The wise man there gives good advice, so heed his words.

39





Go around Three Eye Rock, then head north through the forest and along the east coast of the lake to a cave. Nearby is a patch of woods. Start clearing the forest — you just might find a surprise.



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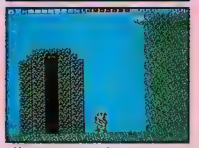
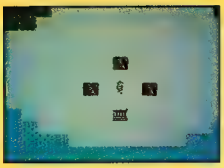
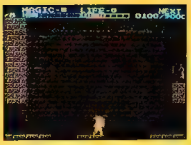


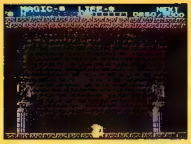
Search the town for clues and hints. When you get to the edge of town, use your newly acquired spell to make a building rise from the ground.



41

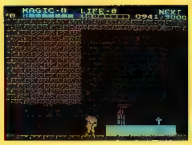
Return to Old Kasuto and talk to the old man. He will reward you with an important spell. Then go to the center of Three Eye Rock and pucker up. Play your flute here to reveal the hidden palace.

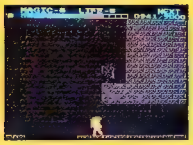


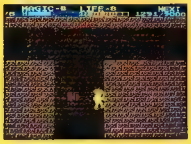


42

Go to the first elevator and descend to the bottom level. Jump down four chasms, beginning here, and continue to the right. If you fall through the floor between the columns, go left to the elevator, which takes you back to your starting point.







43

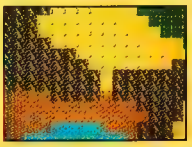
Try to jump over the invisible hole. Afterward you'll have to battle a blue ironknuckle on horseback. He guards the cross, which allows you to see enemies who are cloaked in the safety of darkness.

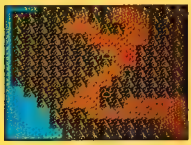
Make your way back to the left and jump into the chasm. Drop two levels. When you reach another wide chasm, use your fairy magic to cross it. Go beyond the elevator to yet another chasm and jump down.

When the screen changes, quickly use your magic to transform yourself into a fairy and fly toward the right.

44

The appearance of an enemy life meter is your clue that the Dragon, guardian of the Hidden Palace, is on his way to stop you. To defeat him, remain on the middle column for the duration of the contest. Dodge his fireballs and wait for him to get close. When he does, repeatedly strike him in the head. Repeat this strategy until the reptile is vanquished.



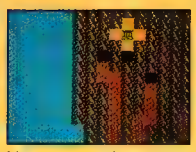


45

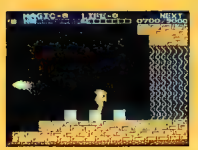
Due east of Three Eye Rock is a life container you will need. Retrieve it and head west back to the cemetery. Go through the graveyard heading south, then go west to the coast. Now proceed north along the coast of East Hyrule to the caves. The action will get heated, so make sure you've stored up a healthy supply of life, magic, and items.

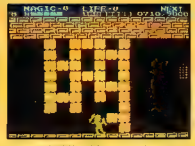
46

Use your fairy spell to fly through the trap zones found inside the caves. You can also use fire to get past some of the peskier predators.

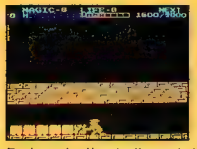


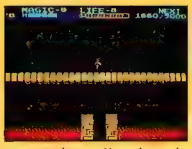
You must pass through two caves to reach the final palace.





At the last palace, the wall lifts if you have successfully retrieved all of the crystals in Hyrule. Go down in the elevator and move left to another elevator. Descend one level, then exit to the right to a third elevator. Drop another level and exit again to the right. Break through the blocks and continue moving right.

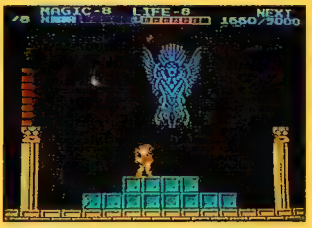




When you come to the fourth elevator, ride it down one level. Proceed to the right and spend some time exterminating blots and replenishing your magic and life levels. Then continue right and descend another level. Move to the right again, then go down yet another level to reach another fairy.

Return to the left and descend another level. Walk left and smash the row of blocks to uncover a secret hole. Use your fairy magic to fly downward between the two pillars under the bridge.

47

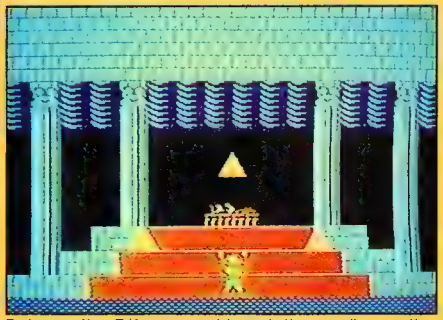


Your next major challenge is a battle with the Guardian Angel. Use your thunder when she first appears and hit her in the face as often as possible. If you stay to the far right of the screen and face left, victory will be yours.

48

You must now face the ultimate enemy — yourself. The wizard has the last element of the Triforce. To get it, you must first get rid of your alter ego.

49



Release the Triforce and break the spell over the princess. Congratulations! You have saved Zelda and restored order to Hyrule!

SUPER MARIO®

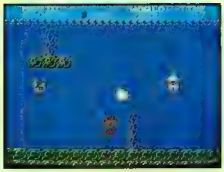
Here you must time your runs to keep from being killed by the cheep-cheeps.

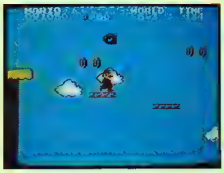
Wait for them to fly up, then run under them.

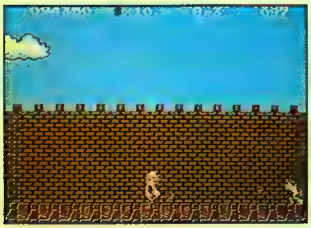
Millions of Nintendo players now own *Super Mario*. And we suspect that a few haven't yet played all of the way through. Here are some clues, maps, hints, and tips that our editors and game players put together for you.

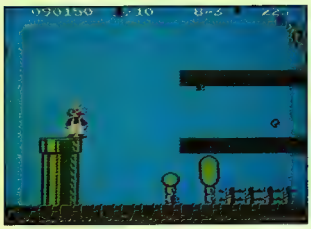
Throughout this game your timing is very important. Jumping and leaping are critical skills in the treetop worlds. You just have to work your way through, learning when to jump and when to wait.

They're rough in the water worlds, too, but not as aggressive as the Bloobers (jellyfish). Use the A button to swim up. The water worlds are much easier if you're fiery Mario.



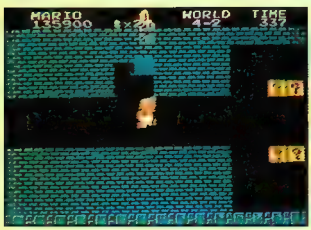






Uh oh... It's the Hammer Brothers. These guys are bad! It's best to be fiery Mario whenever you have to get past them.

All through the game you'll find hidden coin boxes, fire plants, magic mushrooms, and more. These samples show you what you're looking for.



Coin Box.

Fire Plant.

Magic Mushroom.

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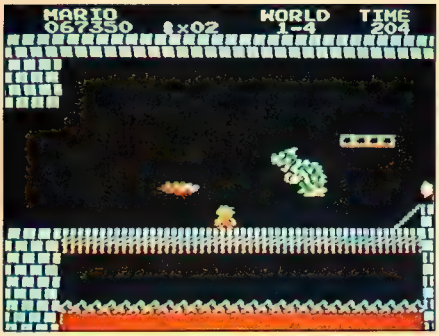
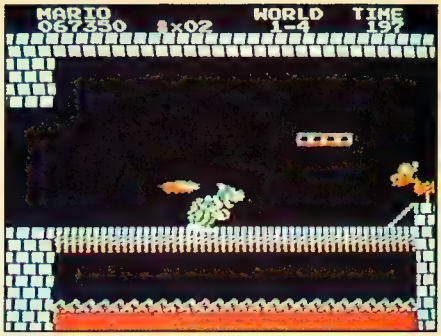
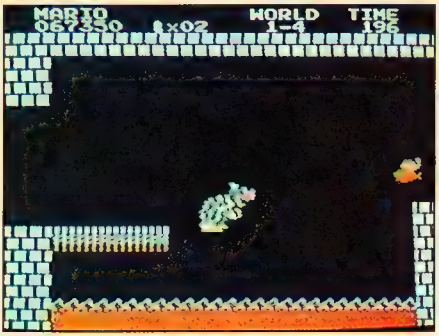


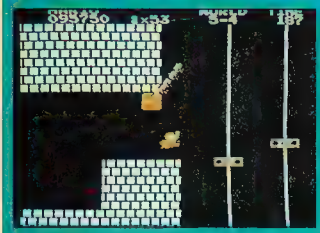


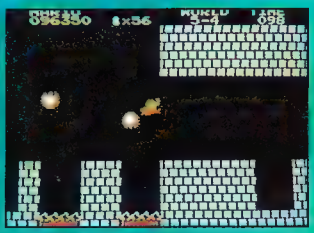
The Level four dragons are good examples of where your timing and speed are important. Remember that pushing on the B button speeds you up.



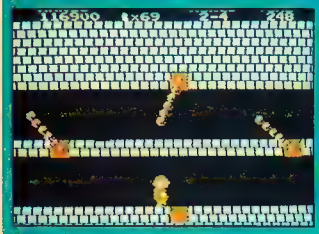
To kill the dragon, run under him, then race across to the lever for the drawbridge.

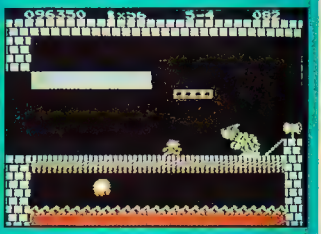
You got him.





You just find safe places to wait as you go through. Here, watch your step and take cover.





Your timing and path are important.

If you skip the coin room, you can claim this extra life.
Throughout the game, hidden boxes contain everything from power bonuses to extra lives.

Here are a few of the other World 1 locations for bonuses. Be careful when you bump a mushroom in a series of boxes. If you accidentally hit the moving mushroom with another box, the mushroom will turn around and go the other way.

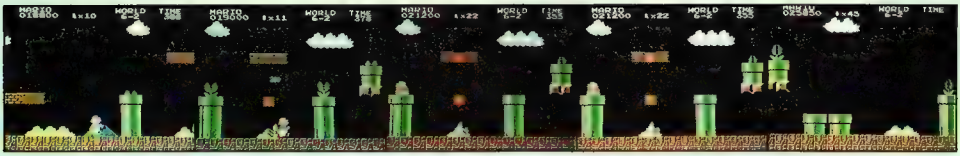
Here's a 1-UP (hidden life) at World 2-1. Watch out for the Koopa Troopas.

First bump the hidden coin box. The faster you bop the coin boxes, the more coins you'll get.

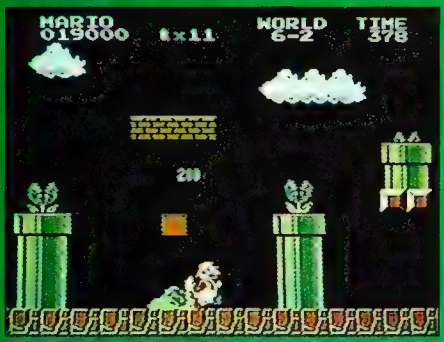
Then climb up and bump the extra life. It's just above the coin box.

Now go after it. This is one of those times when it would sure help to be Fiery Mario.

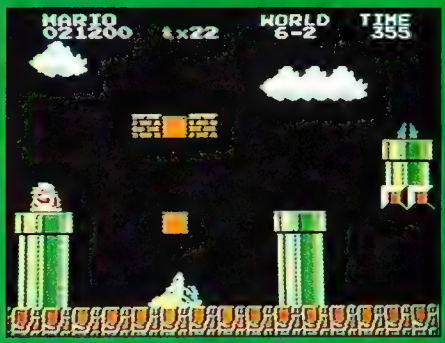
You can leap and capture a mushroom in the air rather than waiting for it to land. Sometimes this will help you stop it from getting away.

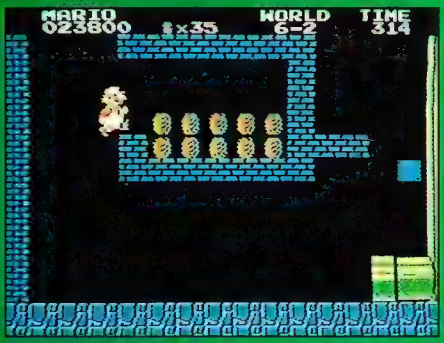


Use this hidden box to get to the coin box above.

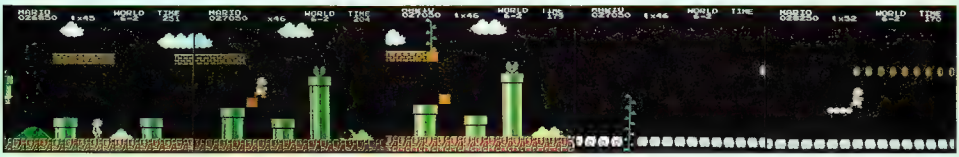


Mario takes the tube down to the coin room.

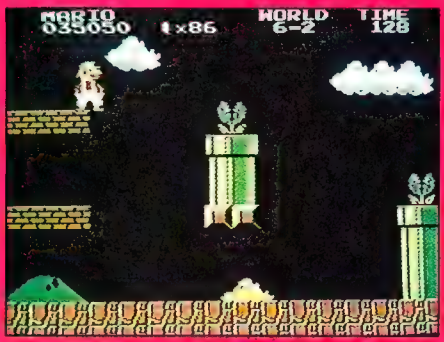




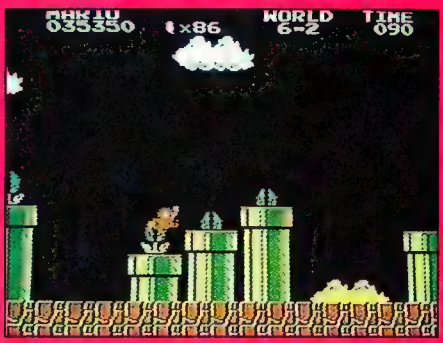
The right hand box is a coin box. Mario has to climb on it, go up and over the top to be able to drop back down into the coins. It's still hard to do.



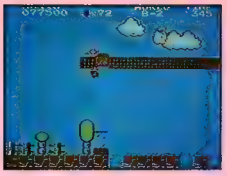
After the clouds...

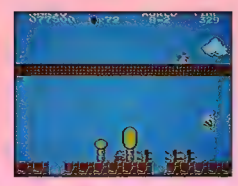


Watch out Mario.

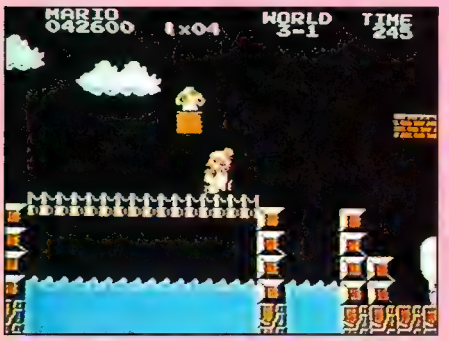


We're outta here.





Mario really has to hurry to catch this one.



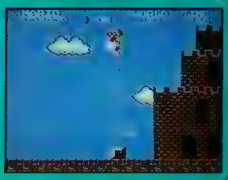
Some are harder than others to get to. This one's tricky. Jump down, then back beneath to bump this extra life. But you'd better hurry back up to get it.

Here's another box that's invisible until you leap and bump it. But it contains an extra life.

And a third extra life that's a tough one.

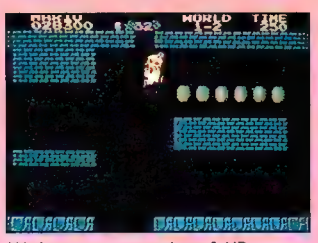
By the way, when Mario's flickering, just after he loses power (from Super Mario to Mario for example), he's invincible. But just for a few moments. As soon as he stops flickering, he can be killed again.

To get a maximum score at the end of each world, Mario has to stand on the edge, run (press the B button), and jump. A perfect jump will land Mario on top of the flag, earning 5000 points.



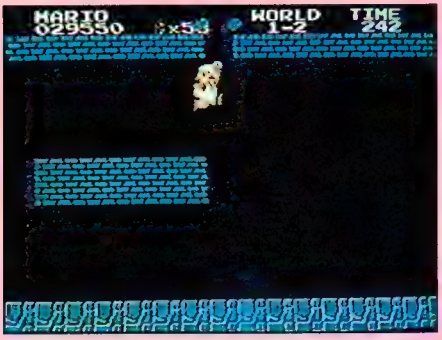
Just to the right of this coin is a fire flower.

And just past it is a hidden coin box.



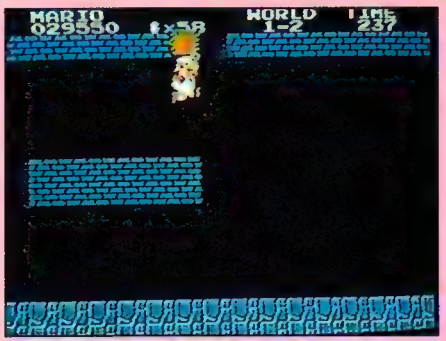
We're on our way to a 1-UP.

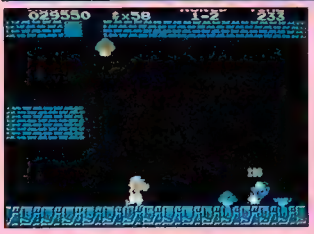
Here's another tricky extra life.



First you must go right to the edge and bump a hole.

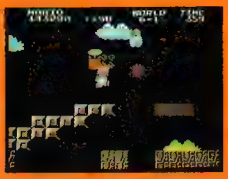
Then jump down and catch it.





Then bump the hidden extra life.

Here are some of the other power boost boxes. See if you can find them.



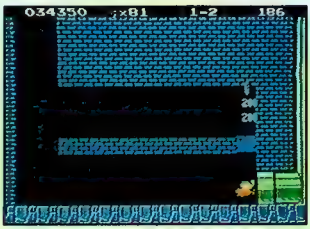
We haven't tried to show you all of the locations for power boosters like the magic mushrooms or starman. We have tried to show you most of the ones that are difficult to find. As you go along, check each brick row at least once. Then, as you find things, you'll know where they are when you need them. Here are a few we haven't pictured. World 1-3: The first question box is a power boost. World 2-1: The middle brick in the first set is a power boost. Just after the first tube, the lower left-hand question box is one too. World 3-1: The third box after starting is a power boost. After you cross the first bridge, jump and hit the left-hand edge of the bricks. There's a starman.

There are four coin room variations. We've already shown you one of them. Sometimes, if you enter them, you'll miss opportunities for an extra life. But then, 100 coins is an extra life.

Coin rooms...

Block 3 in the upper left-hand row is a bonus box.

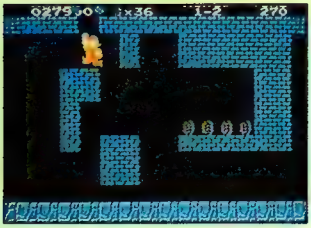
The world 5 entrance.



A hidden coin box. Don't accidentally run past it.

The world 1 entrance.

More hints:
World 3.3: The first question box is a power boost. World 3.4: The middle question mark box is a power boost. World 4.1: The first box on bottom is a power boost. World 4.3: The first question box is a power boost. World 5.1: In the middle of the first brick row is a starman. World 5.2: Just after you leave the water, you'll find two rows of bricks. The top right-hand side has a starman. World 6.1: The third box is a power boost. World 6.3: The first question box is a power boost. World 7.1: The left-hand edge of the first brick row is a power boost. Warp zones are keys to successfully completing *Super Mario*. Here are three. The first two are the most important. If you get killed in a world and get the Game Over screen, and don't want to start over, you can restart the game at the beginning of the world you're already playing in. When you get the Game Over, press the A key, and while holding the A key, press start. The game will restart at the beginning of that world.

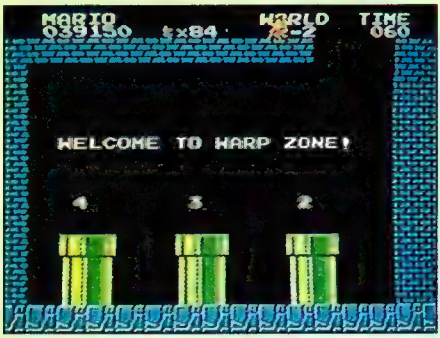


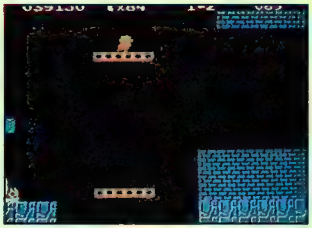
You can go this way and run along the top to the warp zone.

Hint: When Mario has a lot of small crevices to cross (as in parts of World 8-1), he can run across them... rather than jump each one, by pressing the B button.

The cloud rooms are wonderful places full of coins. To find them, you have to make a vine grow that you climb up on. After you've explored the cloud level, you jump down and return to the world you were in.

The first warp zone.





This is a better way to get there.

Here's the way to the second warp zone, by climbing to the top.

The second warp zone.

A third warp zone.

Here's the way to the clouds in World 2. When you return, the first single brick block is a coin box.

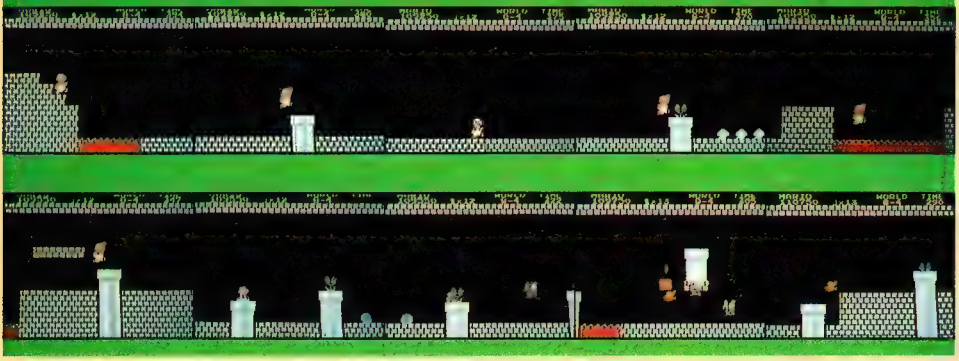
And here's the way in World 3. Just after you return to the ground, there's a coin box hidden in the second slot of the first brick row.

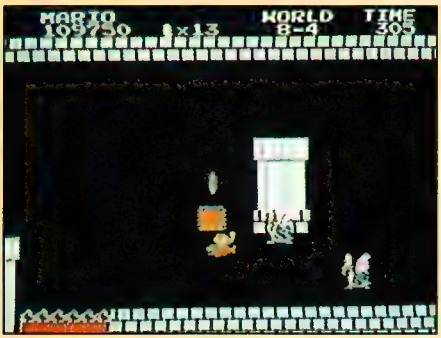
Collect the coins and a hidden bonus in the center of the three boxes on the right.

Watch your step.

Once you get here, bump around so you can climb up and bump the vine to the clouds.

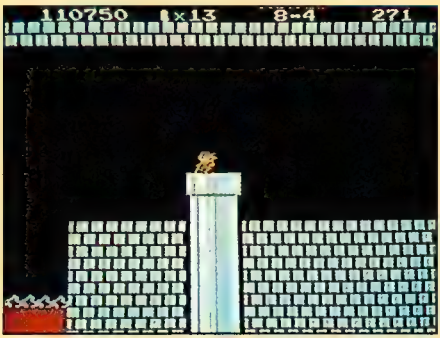
Mario's finally made it to World 8 Level 4. Now he's in real trouble. We've mapped out every screen as he works his way through this level. You'll need to be fast and lucky to make it through here.



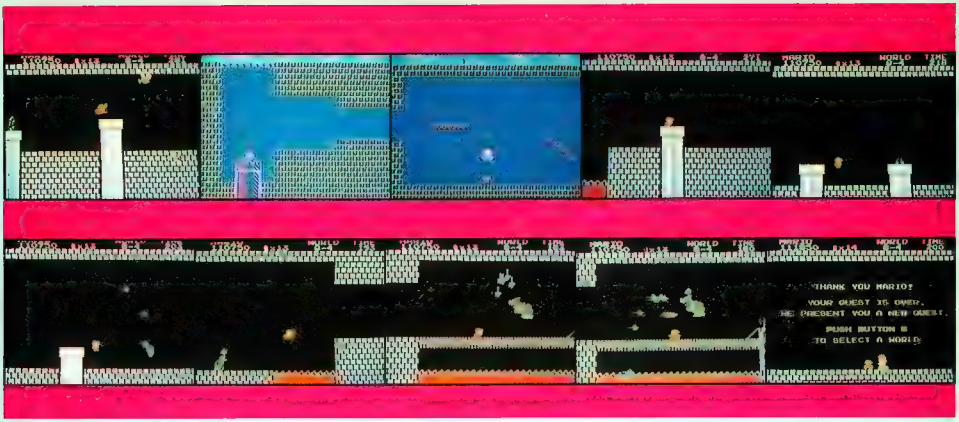


Use this hidden box to get to the tube entrance.

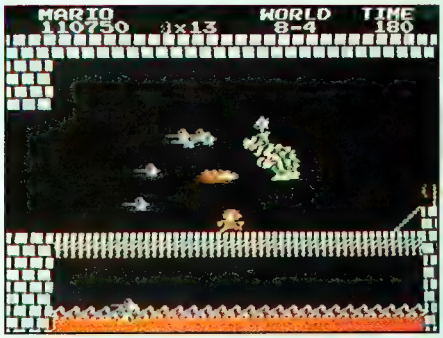
Mario heads for the water world.

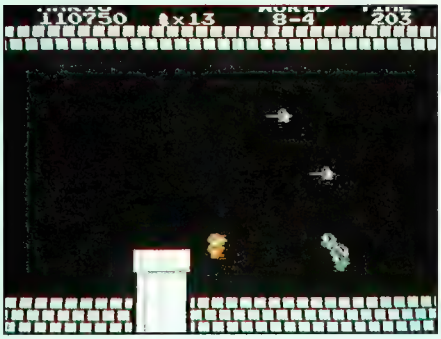


Mario wishes he had a submarine.



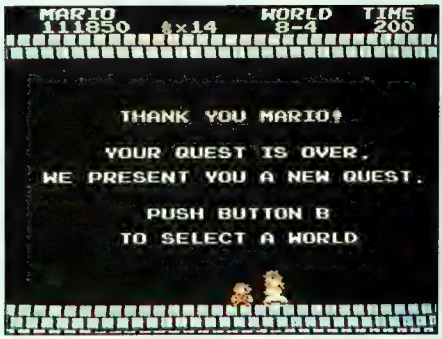
The worst one yet.





The Hammer Brothers attack.

Good luck on getting here.



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THE ADVENTURES OF BAYOU BILLY

One of Billy's enemies has just discovered that kicking gives Billy the most concentrated bursts of power.

THE GAME

Things have gotten bad down on the bayou. In every direction there are poisonous snakes, hungry alligators — even deadly gangsters. The swamp needs a good draining, but Gordon, the area's crime boss, has a truly fearsome army of criminals. There aren't many men who've got the guts to face these lopsided odds. Yep, only one man can beat Gordon's gang. And Bayou Billy's just been pushed into a confrontation.

The Adventures of Bayou Billy begins with the kidnapping of Annabelle Bon Vivant, Billy's dearest darlin'. To get her back, he'll have to hunt the lowlands like a bloodhound, encountering the game's 22 types of hoodlums at every turn. The trail leads from deadly Dixie Swamp, over treacherous roads, and down Bourbon Street in the dangerous heart of New Orleans.

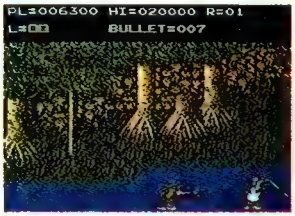
This is a true action game. Don't spend any time plotting complex strategy. Just limber up those fingers and commence fighting. To its credit, the game livens up the proceedings with a variety of locales and types of action. You'll be in a shooting gallery one minute and steering a four-wheel drive vehicle the next, always fighting with different weapons. By changing the settings and the skills needed, *Bayou Billy* surpasses its simple plot and becomes an engaging romp through the swamp.

Konami

There are two main methods for handling the alligator population you meet in Stage 1. The first time you cross the pond, walk in a simple zigzag pattern. By the time you reach the second pond, you should have taken an ugly stick from one of your enemies. Position yourself by the two logs near the pond and keep whipping the 'gators until they finally get the message.

This alligator is about to get a snout full of ugly stick. Another 'gator is waiting underwater down in front. You can spot him by watching for white water.

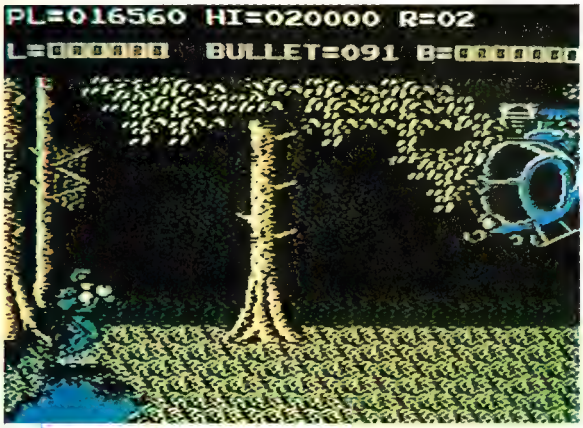
Thugs McGraw seems upset about having your knife stuck in his arm. Maybe you better grab the ugly stick in case he turns *really* angry.



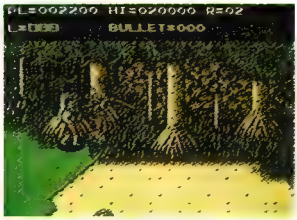
Leave it to Hurricane Hank to spoil a walk through a swamp. He doesn't seem to know that a pistol beats a club in this game.

The training mode can help you sharpen your basic skills in street fighting, four-wheel driving, and target shooting (formatted for both a light gun and a controller pad). Practicing not only increases your speed and accuracy, but also gives you a chance to uncover special tools. Those tools will really be useful when you're playing for keeps.

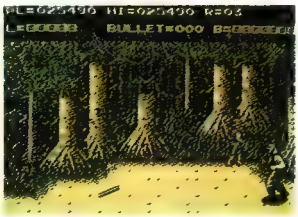
Don't miss the bulletproof vest in Dixie Swamp. It's almost hidden by the stump on the right.



Wipe out the ground sniper before the helicopter, since the sniper can get a good shot at you first. The chopper will keep.

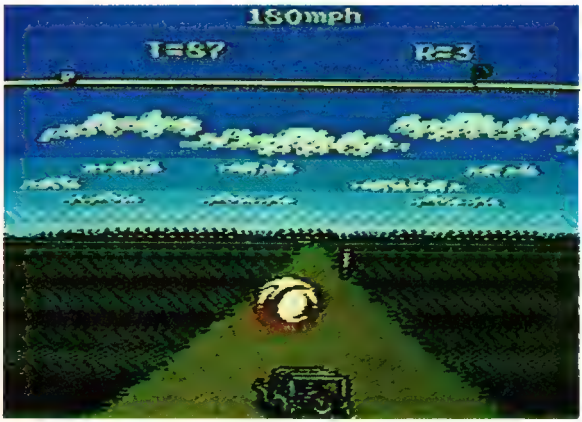


This guy's punches could knock the ugly stick out of your hands. Stand where Billy is in this picture and the stick will fall back into your grasp.



You'll get better results against Louis Torture if you lay down the ugly stick first. Come to this corner and punch his lights out.

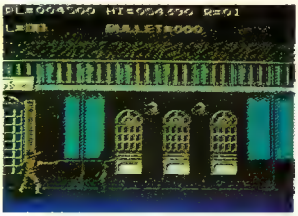
You can extend your playing time in the driving stages if you can find gasoline cans. The cans aren't on the screen for very long, so keep a sharp lookout. Try looking for one can in the dirt road scene when the position indicator is directly under the "P" in "m.p.h."



In the driving stages, burn it up on the straightaway, trying to keep your maximum speed at 180 m.p.h. You may have to blast a few obstacles.

In the second driving sequence, you're on smooth pavement instead of bumpy dirt. But the road also has a lot more curves.

The French Quarter has all kinds of nightlife—and more than one lowlife. Stick to basics: Kicking works best.



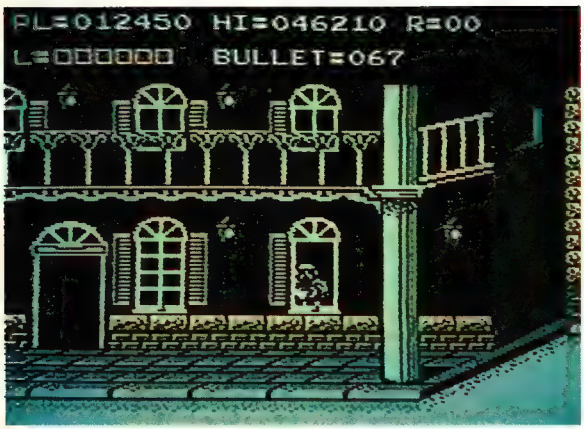
Using a whip has several advantages. Not only is it strong, but its length gives you more reach against your enemies.

Just when you think you're gaining on an enemy vehicle in the driving stages, a gangster plane appears. Since you can't destroy both at the same time, let off the gas and concentrate on blowing up the greater threat — the aircraft. After you've reduced the plane to smoldering rubble, speed up until the enemy vehicle is within firing range again.

The Accelerator is a terror on two wheels. But after you put this daredevil down, he may leave you some extra ammunition.

These guys guard the entrance to Gordon's estate. Blast little Lightning Rod first, then take on Schwartz N. Eiger.

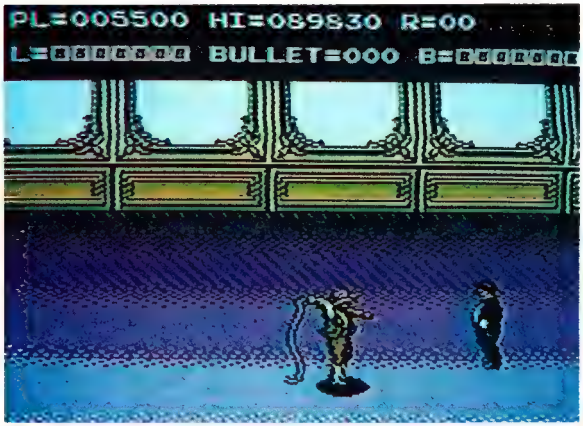
Here's a little math problem to solve: How do you subtract three punks from a gangster's yard and leave one Bayou Billy standing?



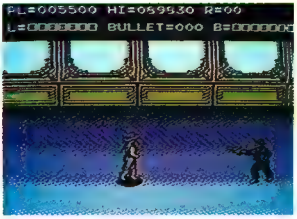
There are gunmen like Vito L'Angolo found all over Murderer's Row. Be careful! They might disappear into a doorway, then return in a window.

It's essential that you keep moving when being pursued by enemies. *You* should pick the moment to begin fighting. Don't let your enemies decide for you. This is especially important when several of your foes are coming at you at once. Wait until they separate, then take 'em on one at a time. When a gun-toting gangster comes toward you, you'll naturally want as much distance between his bullet and your body as possible. If you keep moving, you can probably keep out of the line of fire.

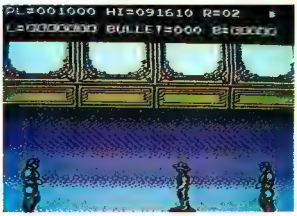
A few kicks should straighten these dogs out. But make sure you get rid of the canines' trainer first.



Gordon's purple parlor is your final destination. You've been his whipping boy long enough. Now it's time to return the favor.

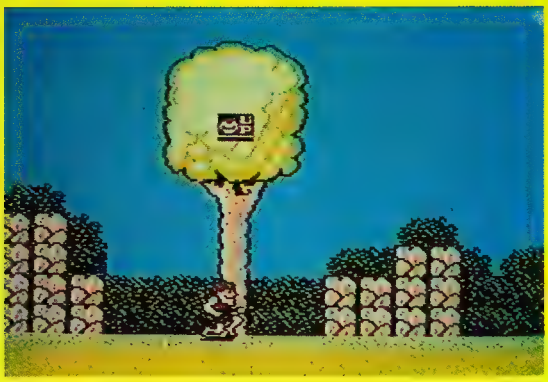


Of course, no one ever said it would be easy. If you move fast, you won't catch a bullet. Try standing in the bottom right corner.



You'll meet Rocky and Rocco after you defeat Gordon. Stand in the bottom left and punch as fast as you can. Wiggle so they can't hold you.

AMAGON



Midway through level 1-2, you can shoot a tarantula for a one-up item. Shoot the tarantula from the blocks on the left, but then rush over to the right-hand blocks to jump up and retrieve the symbol.

THE GAME

Somewhere in the South Pacific is an uncharted island from which no human has ever returned alive. Its only inhabitants are monsters, demons, and deadly aliens. Amagon has been sent in a last-ditch effort to find out whats going on.

Though he's armed with only a machine gun, Amagon has a secret weapon — he's able to transform into Megagon, a man of incredible muscle and strength.

But even Megagon has his work cut out for him. The enemies come so fast that sometimes even his powerful punch can't clear them away. And he has six zones to battle through: plains, jungle, river, rain forest, rocky mountain, and beach, where a ship is waiting for him.

Amagon is limited to 300 bullets, but he can get more by shooting his enemies. The slain foes will also leave behind bonus points, one-up items, or the mega-key Amagon needs before he can transform into Megagon.

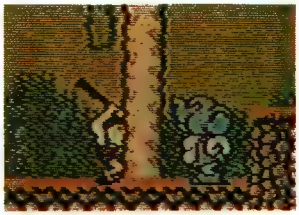
Amagon is too complex to finish in an afternoon, but you'll be glad of every enjoyable hour of game play. There aren't too many games that can boast a demon tree, a dinosaur, and an extra-terrestrial all within six levels, and *Amagon* has them all and more.

American Sammy

Remember that you can shoot through stone without any problem. Always take the opportunity to shoot enemies long before you get close enough for them to do harm to you. The only drawback to this method is that sometimes there will be bonus points or bullet magazines that will be blocked by other enemies, and they can disappear before you have a chance to grab them.

The lion head at the end of zone two will first appear in the lower right corner. Be waiting there to get in several punches before it grows another head and begins shooting fireballs at you.

There are six zones in *Amagon*, and each zone has two levels. Each time you clear a level, the map appears to show your position and to give you an easy hint about the level that follows.

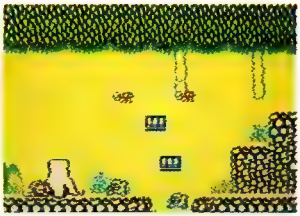


Watch your supply of bullets, especially if you've been killed once or twice. If you run out of bullets, you'll have to use your gun as a club, and that's certainly no match for this walking elephant.

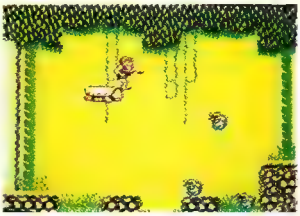
You'll always be hunting extra bullets when you play *Amagon*. There are several places, however, that you can count on for a good supply. Shoot the mosquitoes at the beginning of 2-1 for extra magazines. Also try the snails in the waterfalls in level two, the will-o-wisps in 4-1, and the hopping heads in 4-2.

These elephants challenge you at the end of 2-1. A couple of punches will finish them off. For other elephants, get on a top tree branch and run to the left. Keep running, and the elephants will walk by on the ground below.

Deadly bats will fly from the mouth of this demon tree at the end of 2-2. Use your laser beams to shoot out the tree's eyes. But watch out — the eyes will go to the top of the screen, then drop down.



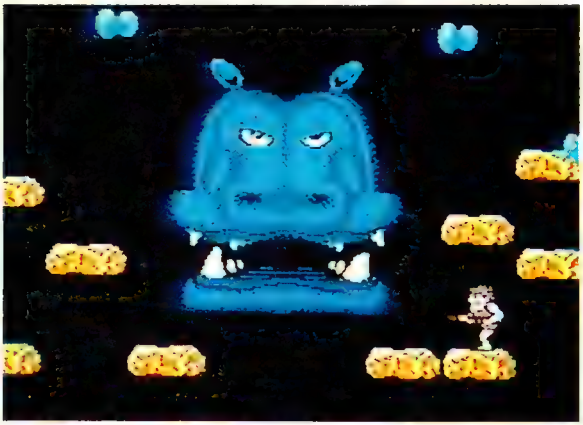
You'll need to shoot these moles from behind this tree trunk. But don't scroll too far to the right or you'll get trapped behind the trunk when the bees fly over. You need room to escape their fire.



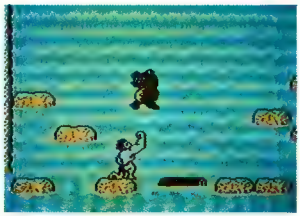
This is tricky. The moles will come from the middle ravine first. When they fall into the first ravine, jump to the turtle. Then moles will jump from the third ravine. When they fall in the middle ravine, jump to the landing.

It's very helpful that extra lives carry over from zone to zone, but one-up bonuses come in handy, too. Try the porcupines that fall from the trees in zone two. And there are two one-ups at the beginning of zone five. Just shoot the first dragon birds.

Don't trust the alligators that lurk in the water in 3-1. They'll jump out at you suddenly. Run up to the edge of the landing to lure them out of the water. Then shoot them and move on.



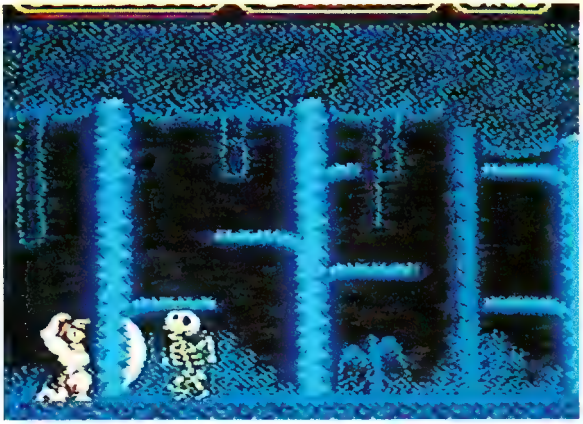
Wait for the hippo demon to form before you waste any mega-points on him. After he's moved to the center of the screen, use lasers to knock out his eyes.



Punch the lights out of this alligator. And be suspicious of the strange eyes that peer out from the waterfall. Once you shoot the eyes, you'll see what creature this really is.

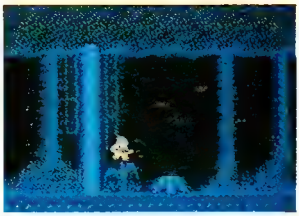
In the rain forest of zone four, you'll have two different devil heads to fight. The red devils stay put and are worth 100 points each. But the blue devils will hop around. They're worth 300 points.

If you're searching in vain for the mega-keys in zone five, you're just not looking in the right place. The two black pterodactyls flying over the large chasm each hold a mega-key.

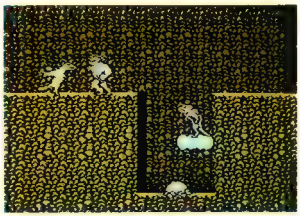


The first shot from a laser will break this skeleton at the end of level four into three different parts which will scatter across the screen. Just one more shot will destroy each piece.

The pterodactyl is just about to launch an armadillo at your head. Run fast to the right, then turn around and shoot it as it runs toward you. Be careful. The pterodactyl shoots at you, too.



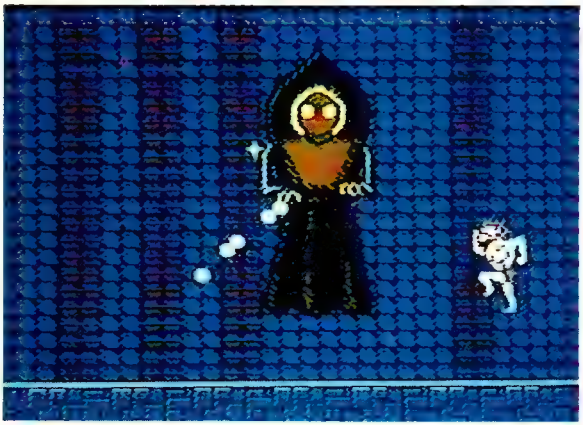
These eyes belong to bats at the start of zone four. Only *some* of these bats will come alive. But later in the zone, shoot any of the eyes because they're all dangerous. Those bats aren't in groups, so you can tell the difference.



This isn't a dead end for Megagon. As he jumps to the cloud, the dinosaur that's on it will jump to the ledge on the right and our hero can easily dispense with him.

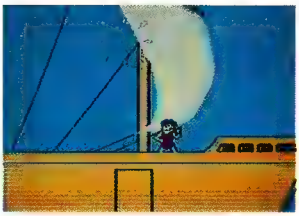
As bad as you think things are in zone six, what with the hordes of mosquitoes, octopi, UFO, patrol cars, and comic men that attack you, stay calm and don't use your mega-points. You'll need all your points to take on the space alien at the end of the zone.

It's possible to kill this megasaurus without risking too many mega-points. You have to destroy its horn first. Then a couple of well placed laser beams will take care of the beast. Watch out for his fireballs, though.



The only way to kill this alien is to shoot at the star (located by its left shoulder in this picture) that revolves around it. It's not easy, especially since you also have to avoid the beams the alien shoots at you.

Don't let these blue lobsters climb to the tops of the palm trees. If they reach the top, they'll launch themselves at your head. Shoot them as they climb up.



Once you destroy the extraterrestrial, your mission is complete. Your ship is waiting for you, and you can sail back a superhero.

BIONIC COMMANDO

In the early areas, get used to the bionic arm. It can be tricky, for example, to swing up behind this enemy soldier. You don't want to be too close. If you are, your bullets will be ineffective.

THE GAME

Take Tarzan, put him in an urban setting, give him an artificial vine, and you've got *Bionic Commando*.

Sent behind enemy lines to rescue Super Joe and thwart a hideous plot to rule the world, our hero seems outnumbered. But he has a secret weapon — a "bionic arm." With this grappling mechanism, he can shoot a wire that anchors whenever he reaches a chasm or needs to reach a high ledge. Then he can either jump or raise himself.

The game begins on a map of 19 areas. An allied helicopter takes directions from you, the commando, and will transport you or descend to any of the areas. Encounter an enemy vehicle, however, and you'll have to descend immediately and do battle.

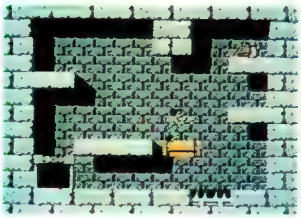
Areas 1-12 are each vastly different, with hordes of enemy soldiers to defeat. Areas 13-19 are "neutral zones." There are masses of soldiers, but you won't be fired on unless you shoot first. Find vital supplies in the neutral zones to complete other areas.

You'll love sending your daring young man flying through the air in *Bionic Commando*. Plus, the game also has great graphics, varied game play, and all the fast action, you could hope for.

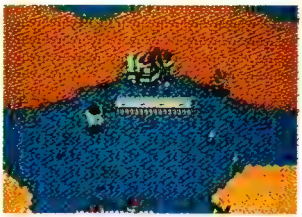
Capcom

Even though the areas are not numbered consecutively, you should enter rooms as you come to them. This way, you'll have fewer encounters with enemy vehicles, but, more importantly, you'll find more powerful weapons *before* you need them. If you try to journey to the rooms numerically, there will be several you won't be able to complete.

When you find a communications room, be sure you get in touch with your own allies *and* tap a wire to find out what is going on in enemy camp. You'll get valuable clues with both methods.

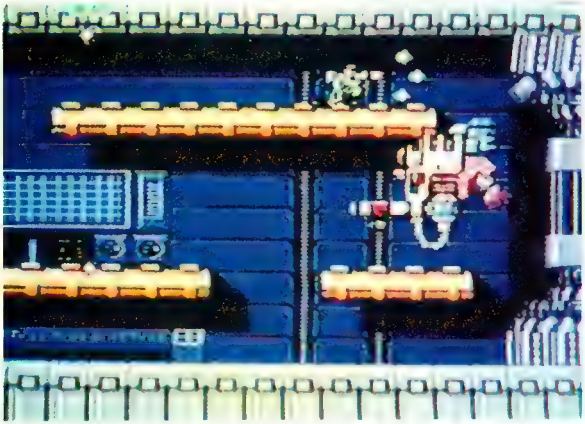


There are two rooms in the neutral areas in which you search for clues. In some you'll find communicators. Others hold weapons. And occasionally, you'll have to interrogate enemy soldiers.

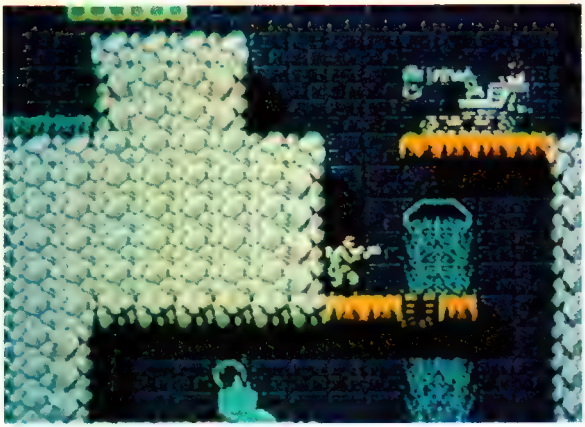


If you encounter the enemy you'll have to descend immediately. Battle scenes will scroll vertically, and you'll have to use your bionic arm like a mace.

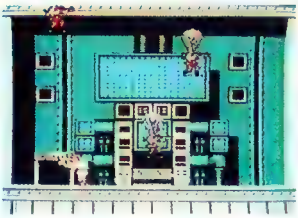
If you don't move fast, you'll get snowed under in the drifts of area three. There's no shortcut here — you'll just have to extend your arm to the trees when they're close by. When there's a gap between trees, walk as quickly as you can and keep extending your bionic arm until it hits the tree. He who hesitates is surely lost.



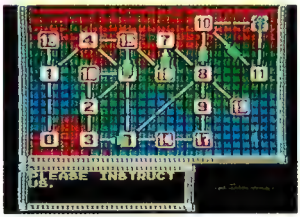
The machine in the area five arsenal room only moves up and down. You should jump to the third ledge and shoot the gun on the generator, then get behind the machine to destroy the generator itself.



You'll need the rocket launcher before you can finish area two. Don't let the puddles carry you away — just swing up in front of the crane. One blow destroys the crane, one more kills the driver.



Before too long, you'll find nasty surprises waiting for you when you finish wire tapping the enemy. You don't have to kill the soldiers to leave the communications room. Just head for the door.

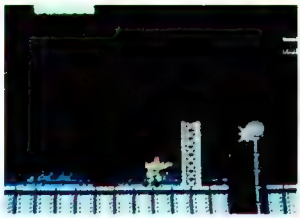


As you work your way to the right side of the map, you'll see that the secret tunnels you've uncovered have appeared. Also, once you rescue Super Joe, he'll give you advice on what areas to search.

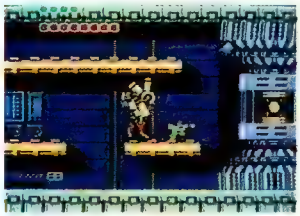
By the time you arrive in area six, you'd better have mastered all the uses of the bionic arm. Here, you'll have to be able to shoot the arm in mid-air, so you can jump from pole to pole without having to land in between. You'll be a better target this way for the enemy, but you'll also avoid long (and deadly) falls.

Be careful as you proceed upwards toward the communications room in area five. These blue balls will fall as you approach. You'll also run into airborne soldiers for the first time in area five.

These big Venus flytraps will pop out suddenly in area three. You can avoid them by looking carefully at the grass. If it is a slightly different color and seems to be waving, expect a big plant.

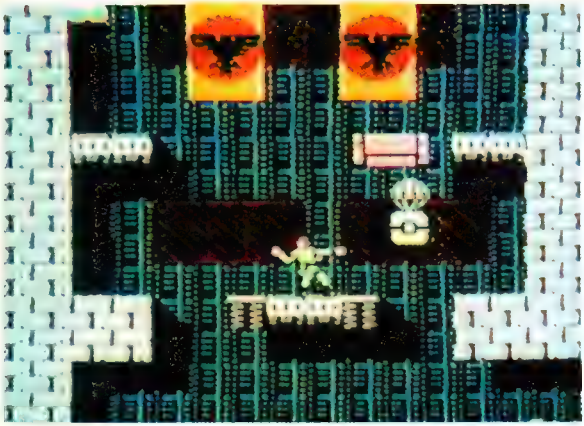


Without some pretty powerful weapons, you won't get very far in area six. This barrier can only be destroyed once you have the rocket launcher and rapid fire. Then a single shot will blast it away.



Don't panic when you see the guard in the area six arsenal. He looks tough, but all that metal has evidently sapped his brain. Just get behind him and blast at the generator.

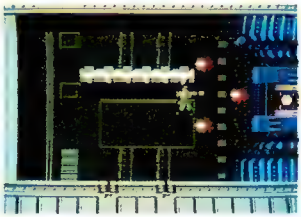
Pay close attention when you're in the neutral zones. You don't want to keep an eye on enemy soldiers, you want to keep your finger *off* the trigger. One shot and you'll be ambushed. But as long as you don't fire, you can proceed without attack. It's a lot harder than you think, especially when you come out of the neutral zone rooms.



Periodically, your allies will parachute extra supplies to you. Shoot the parachute to see what the supply is, then pick it up if the risk is worth it. You can get bullets, medicine, or a power shield.

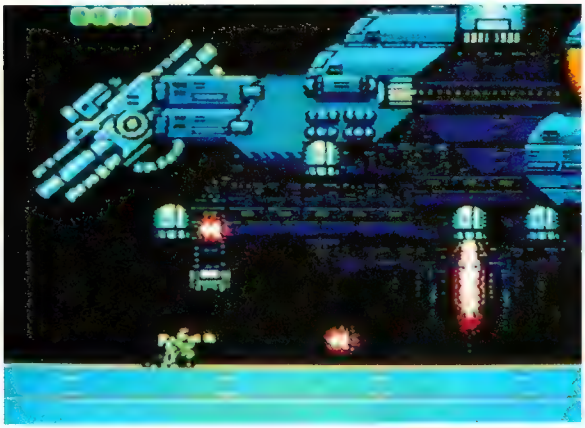
In an enemy encounter, your gun is more powerful than your bionic arm. And watch for soldiers or jeeps with eagles on them. Shoot the enemy, pick up the eagle, and your firepower is increased.

It helps if you have three-way fire when you meet airborne soldiers like these in area seven. It's difficult for them to shoot you if you're directly below them, but you can still shoot them.

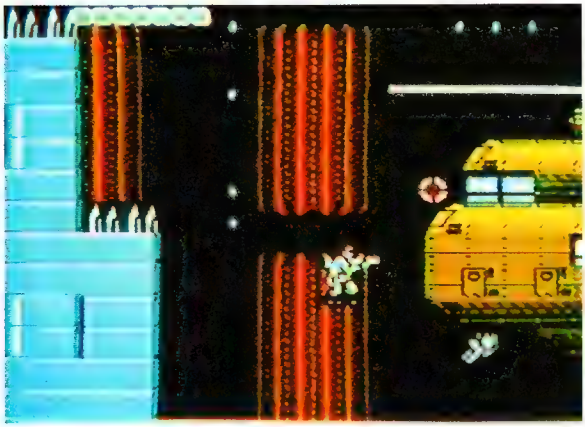


In area twelve, jump to this position as fast as you can and fire away at the power supply. Later on you'll be in this same position — except enemy soldiers will be attacking, too.

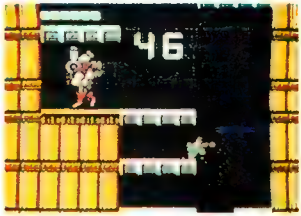
You might want to skip neutral zone 19. You'll have two enemy encounters trying to get there, and even then, you won't earn anything valuable. Find any people to interrogate, or uncover any secret tunnels.



You can destroy the revival device by blowing up Albatros. Use your bionic arm to climb up on the engines, then shoot at Albatros's orange heart. Stay clear of the engine flames.



To blow up the helicopter, you'll have to free-fall from a ledge above and fire into the cockpit. You'll die for sure once you hit the ground, so jump as near to the cockpit as possible and fire away.



You're *still* not through! You have to get out of the base before it explodes. You don't have time to fight, so just avoid this soldier and get to the surface as fast as you can.

Success. You and Super Joe are air lifted from fiery carnage. You can sleep well knowing you have saved the world from the horrific plans of the Albatros.

CASTLEVANIA II — SIMON'S QUEST

Be sure to talk to everyone you meet in all the villages. Copy down their clues, but remember that some clues may be false leads.

THE GAME

Simon Belmont, the whip-wielding hero of the original *Castlevania*, is still under the Fanged One's evil curse. His only hope is to journey through all the realms of Transylvania, recover all five parts of Dracula's body, return them to the Count's castle, and burn them.

Your quest takes you through dank stone villages, magical woods, lakes of fire, vast haunted mansions, poisonous swamps, and treacherous mountain cliffs. Along the way you must master five different kinds of whips, and you'll acquire potent magic items which will aid you in overcoming the many challenges that await you.

To answer the riddle of Dracula, you'll need 13 major clues. Some will be very hard to get, for they are hidden in the dark corners of the five eerie mansions, each of which bristles with pitfalls, deadly spikes, and a host of monstrous enemies. Some clues, however, come easy — just walk up to the villagers and talk to them. Copy down all the clues, for you cannot succeed without them. But beware of false information! The villagers are all so terrified of the Count and his legions that some of them will feed you fake tips.

Konami

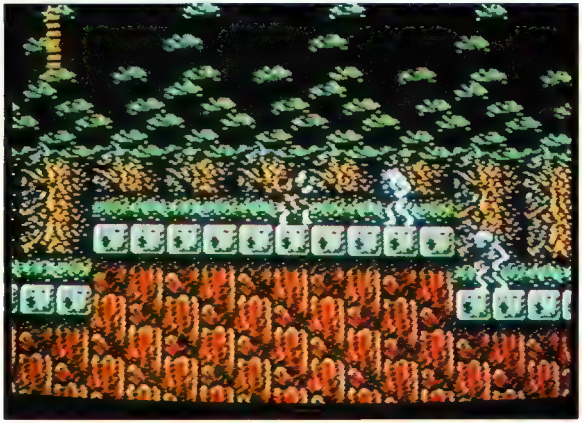
When your energy level is low and you've been wounded fighting Dracula's henchmen, retreat to the village church, where your health will be restored.

You should remain in each town for longer than a single night to make sure you've done everything you need to do. One visit may not be enough in some villages.

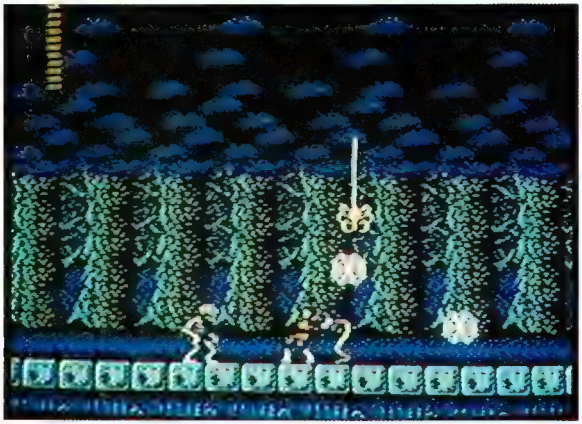
When night falls, Dracula's zombies roam the streets. Drive them off with your whip and gain valuable hearts.

Proper use of your magic items is essential. To use the magic crystals, go into the inventory sub-screen, place the arrow over the crystal, then kneel. Garlic not only wards off certain kinds of monsters, but it can be used as bait, too. Laurel is valuable for traveling through swamps and watery terrain, since it enables you to float.

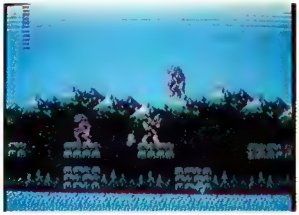
Holy Water has many uses. It can dissolve walls in mazes and reveal hidden extensions to rooms that *look* empty. It is also useful for detecting pitfalls. If you suspect you're about to step on one, toss a bottle of Holy Water at the stones in question. If it shatters, they are safe to walk on. If it passes through them without breaking, better think of an alternative way to proceed.



Monsters gain power at night. The same creature you easily beat during daylight hours becomes more difficult to kill after dark.



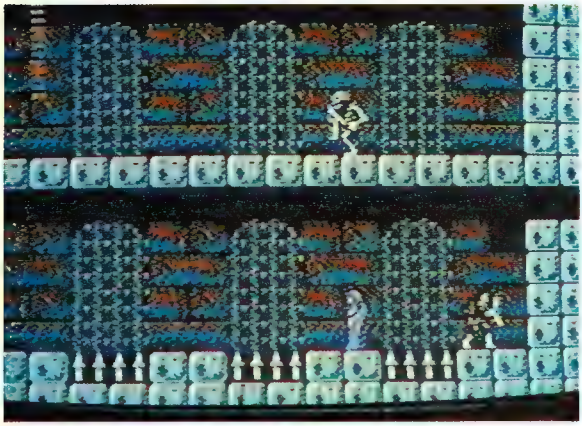
Avoid the drifting spider webs in the woods — you can't kill them and their touch weakens you.



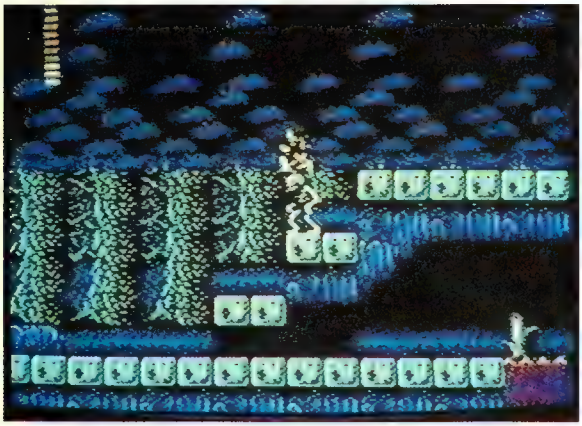
Fish-men suddenly erupt from peaceful waters, spitting dangerous castle stones. Crouch low and use your whip, and they will soon vanish back into the water.

Learn how to jump and use the whip at the same time. There are many places where you'll need this technique.

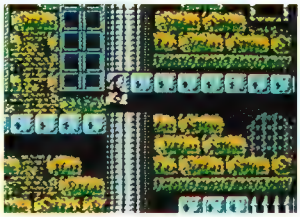
You will encounter a ferryman. Normally, he can be trusted. But if you forget to bring him some garlic, he may take you some place you don't really want to go. If you have collected Dracula's Heart on your quest, the ferryman will take you straight to Brahms' Mansion, an important destination.



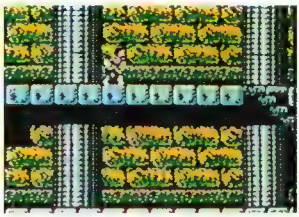
In the Berkeley Mansion, throw holy water on these stones. They will vanish and reveal...?



If you're in a tight spot and don't have room to swing your whip at a skeleton, just leap onto its head and use it for a stepping stone!

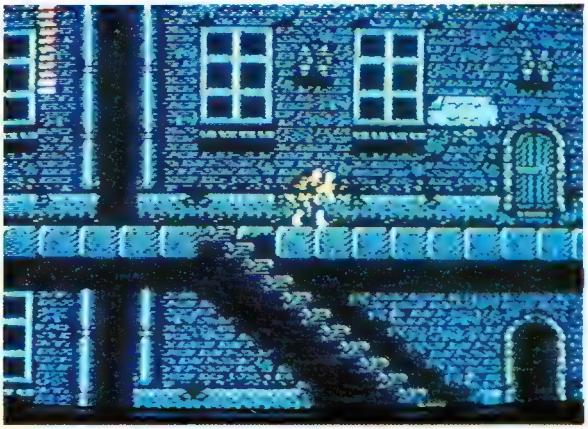


Don't try to jump onto these pitfall stones—leap through them as though they weren't even there.



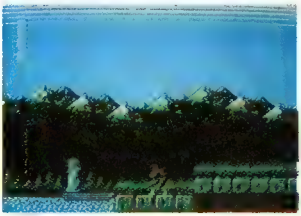
The flying bones look harmless, but you'd better avoid them, then strike quickly at the skeleton who threw them.

There are five mansions you must visit. Each contains major clues as well as one piece of Dracula's remains. Be sure to search every room and level (mapping is a definite plus) and use Holy Water whenever there is even the remote possibility of something being hidden — you have a generous supply of it. Often you will gain knowledge in a mansion that you cannot make full use of unless you revisit towns and places you've already come through once.



After you gain Dracula's rib bone, you will also acquire a magic shield for protection.

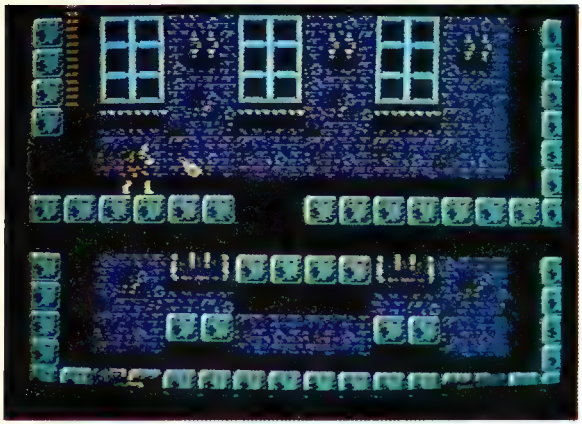
Drive your oak stake into this glowing ball, and the powerful rib bone of Dracula is yours.



The ferryman is an important character in the world of Transylvania. He'll provide better transportation if you offer him a gift of garlic.

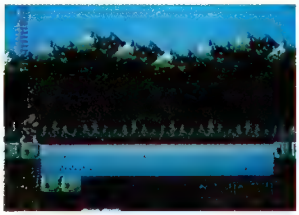
When you get out of the Berkeley Mansion (*if* you get out, heh, heh, heh!), go back to the village of Veros for a second visit. It will be more productive than your first.

You collect hearts for slaying monsters, and you can exchange them for valuable items from merchants you meet — often in the oddest places. When you die three times and the game ends, you can resume at your point of progress, but you lose all hearts and "experience points." To regain hearts fast, station yourself in an open street when night falls (so you'll have room to maneuver and swing your whip), figure out the pattern of the wandering zombies, then lay into them. At least half of those you destroy will be worth hearts.



This shop looks empty until you throw some holy water on the floor, revealing a secret entrance.

The fourth grave in the dreaded Camilla Cemetary holds a vital piece of the puzzle.



En route to the town of Aljuba, stop at the Yuba Lake. Use one of your magic items to reveal a secret passage.

When you buy garlic, go to some quiet part of town and practice using it. The technique is tricky, but vital to your quest. And you can always buy more garlic.

CLASH AT DEMONHEAD

The routes to your goal are varied, so plan your journey well. Take advantage of any shortcuts you hear about.

THE GAME

Will the Force be with you? No, not Luke Skywalker's Force. In *Clash at Demonhead*, you have all sorts of wondrous weapons and powers at your disposal, but you still have to gain the Five Forces of the Hermit before you can triumph.

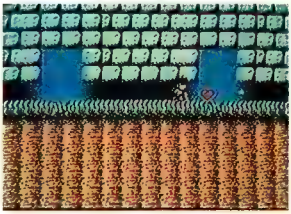
The Lawbreakers, a terrorist group, have kidnapped a famous nuclear scientist. It's only a matter of time before they force him to develop the ultimate doomsday bomb. The whole world is their hostage.

As Bang, a member of the Tigers, you must search for the professor and disarm the doomsday bomb. You have a map of the area, and people tell you about shortcuts you can take. Find money and gold along the way and buy weapons and special powers to increase your strength, or apples and hearts to replenish your energy. But all the strength and energy in the world won't help you unless you study with the great hermit and learn, one by one, his fantastic secrets.

You'd better be an apt pupil because the Lawbreakers are a fearsome bunch. Take, for example, Tom Guycot, who's all bones and no skin. There's Max, who seems small until you start firing at him. Then he begins to grow and multiply. Each of the seven Lawbreakers presents a unique challenge to your cunning and courage.

Vic Tokai

Here's your weapons and powers menu. If you use these items and the hermit's Five Forces wisely, the Tigers will destroy the Lawbreakers.

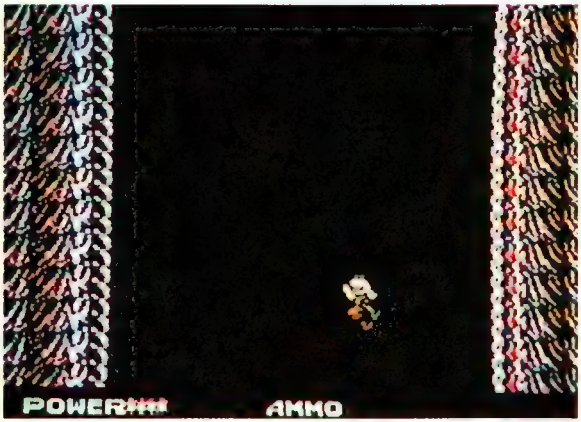


If you expect to have enough energy for what is to come, you'd better grab this heart.

Your timing and skill will be thoroughly tested as you cross these air platforms.

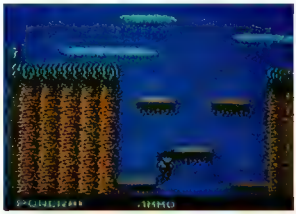
The floating platforms are tricky no matter how you try to cross them. Just try to jump when the next platform is on its way up and you'll have a better chance.

Your super suit is very useful when you need to get into places you normally couldn't go, such as beneath water or lava, for example. Don't forget that you have it with you. Sometimes you'll get a pleasant surprise, such as a secret room or passageway.

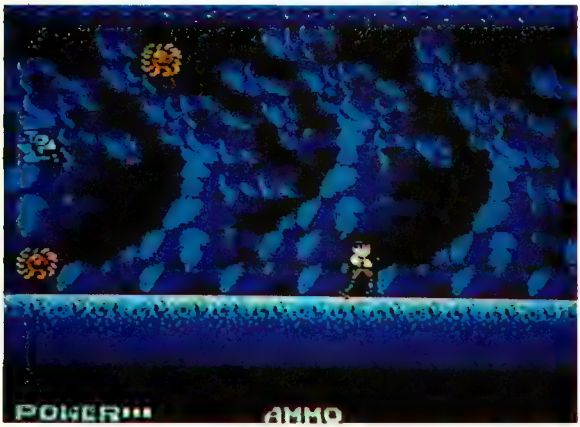


One badly timed leap, and you'll be on the express route to the basement.

If you want to acquire the Forces from the hermit, you should listen to Faysha.

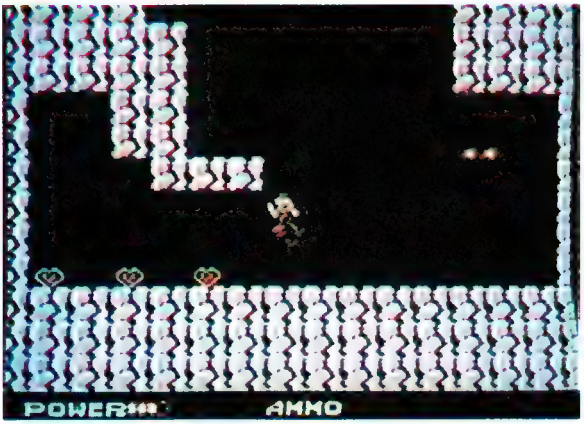


Feeling a little run down? You might want to take a little detour here.

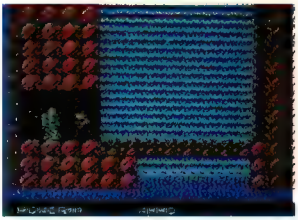


It's going to take some fancy maneuvers to escape the bats and stars. Try those platforms again.

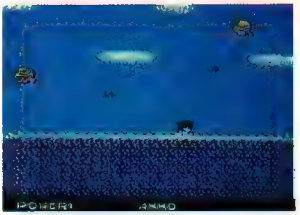
If you do end up in a dark cave after a fall from the platforms, it's best to get out as soon as possible. Don't stop to pick up money or energy unless the items are directly in your path.



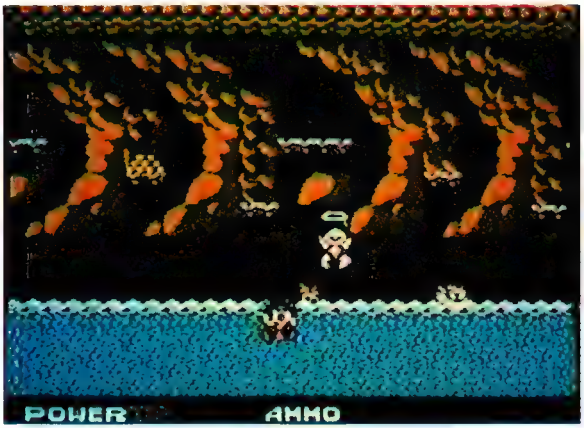
Your side excursion into this cave will pep you up in no time.



This must be the waterfall entrance to Route 35 that Faysha told you about.



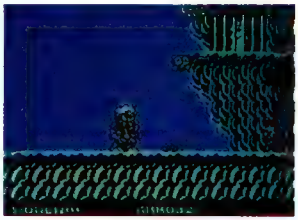
Don't worry about fighting these guys. Just swim fast and you'll be okay.



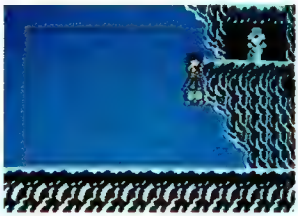
Well, you've run out of energy again. At least you get a halo for your troubles.

Always remember to buy some shop calls when you're in the store. You can't buy everything you need at one time, so you're going to need the ability to return when you've accumulated more money. There is only one free shop call located in the whole game.

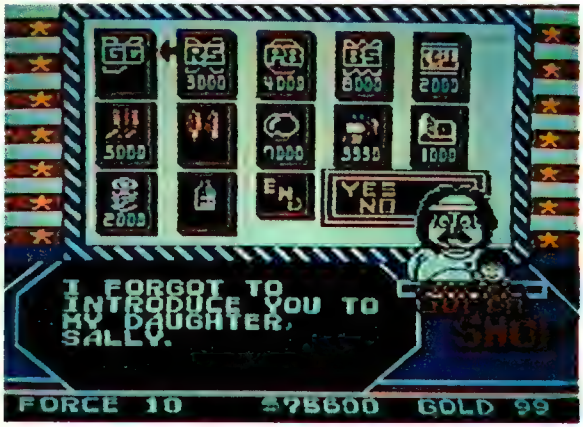
Here's a welcome "welcome" sign. There must be a store around here somewhere.



While you were in the store, did you remember to buy some power balls? You'll want a few to put Rowdy in his place.



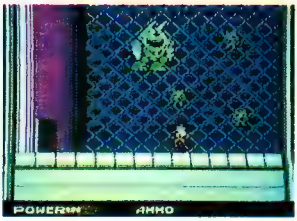
Use the owl elevator to get to the hermit. He will grant you powers, one by one.



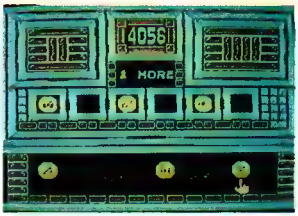
Have you made up your shopping list yet? You're going to need something special for Rowdy.

Finding the bomb is only part of your problem, since you also have to disarm it. The medallions on the console change randomly from game to game, so it won't help you to remember their order.

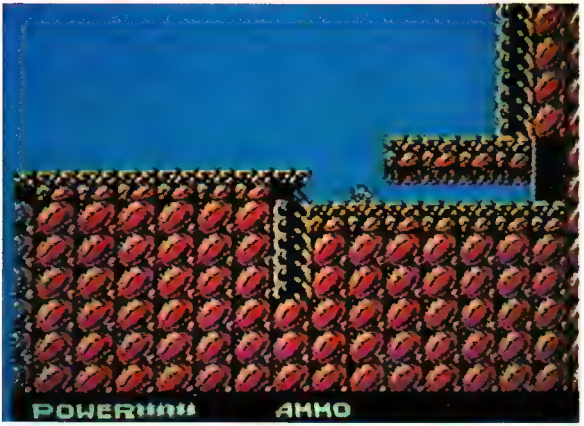
You didn't think you were going to get all five powers at once, did you? You've got to earn each one.



If you try shooting Max with your regular energy blasts, you'll only succeed in making him grow and multiply.

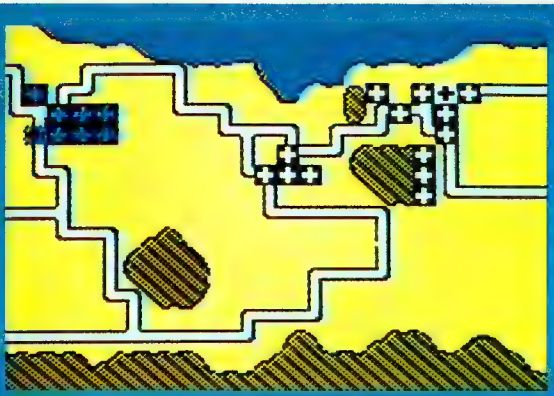


You have to be quick if you hope to defuse the bomb. Remember, the whole world is counting on you.



Your Micro Power will come in handy when you want to get into something small — like this tunnel.

DESERT COMMANDER



Press the B button to study the layout of the entire battlefield.

THE GAME

Until now, most Nintendo war games have been arcade shoot-em-ups in which strategy is slight (or absent altogether), and victory goes to the strong of thumb. *Desert Commander* is the first truly strategic Nintendo war game to reach the U.S.

Desert Commander offers five battle scenarios of increasing difficulty. Combat blasts across wide desert landscapes dotted with the occasional oasis, supply point, or fortified position. You command a wide variety of units, each with its own mobility and firepower ratings. Be aggressive — the more often a unit is used in combat, the more effective it becomes (at least, until half the unit is killed).

Play against a friend or the computer. Each side starts from its own lines, tries to seize oases and towns, and uses air power to weaken the enemy at long range. Fight skillfully, but don't forget to take depleted units out of action to check their supplies. Use the map screens to plan your strategy, and check the results of each encounter on the animated battle screens.

Like all good generals, you must be familiar with your units' capabilities and try to move strong-against-weak whenever possible. Don't be overconfident — in the advanced scenarios, your NES computer is as tough to beat as Rommel and Patton rolled into one!

Kemco-Seika

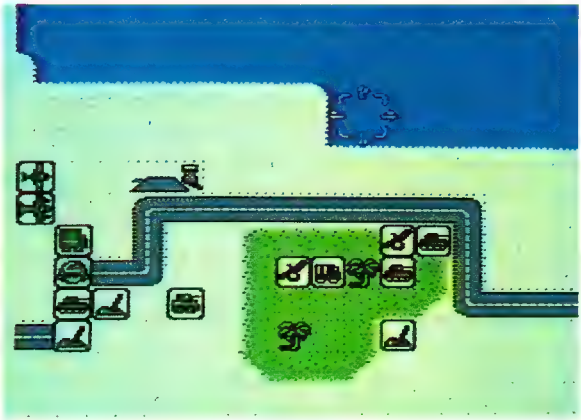
A typical campaign starts on the battle selection screen.

Study the opposing armies' assets carefully. In this case, you might want to beef up your anti-aircraft units.

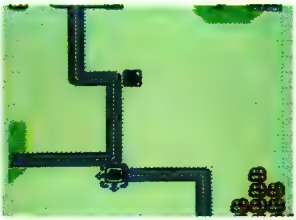
Since you're outnumbered in the air, try moving your air units safely out to sea until the odds are more balanced.

You can win by overrunning the enemy's headquarters unit as well as by wiping out the unit. In fact, storming headquarters is the best strategy to use for the scenarios in which the computer outnumbers you heavily. The computer tends to rely on massive frontal assaults. If you can send your most mobile units — truck-mounted infantry and armored cars, for instance — on a long end-run around one flank, you may be able to get the drop on headquarters, even though you're losing elsewhere.

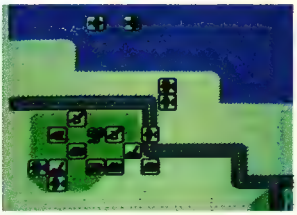
A key element to the strategy in *Desert Commander* is to study the opening order of battle. You can see the resources of each side and modify the default assignment of units to your side. Study this data carefully for weaknesses in the other side's lineup, then adjust the composition of your army accordingly.



Most of your army takes position around this strategic oasis, where they are protected by artillery.



Send the infantry with your armored cars on a wide, outflanking movement to the south.



The enemy opens his attack with massive air raids.

For greater mobility, mount your infantry in trucks.

If the enemy grossly outnumbers you in aircraft, offset your disadvantage by increasing your anti-aircraft units. These units do a very effective job of protecting you against bomber attacks (fighters are only marginally effective against ground troops), and they are also quite effective against ground units as well — despite their limited mobility.

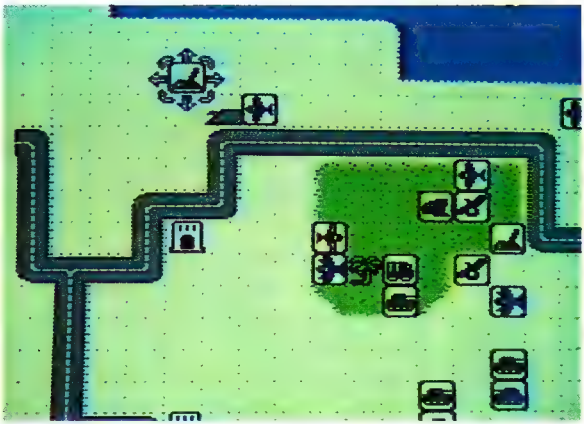
Reply to the enemy's air raids with anti-aircraft batteries.

Your fighters have taken his bombers on the flank, knocking down five of his planes, but losing two of your own.

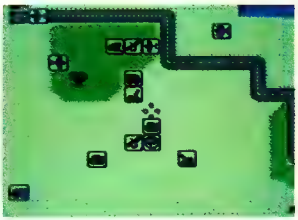
Press the Select button to see an updated tally of each side's strength.

Go for the jugular: Strike at his supply trucks.

When planning your next moves, always bear in mind that a unit's maximum movement is determined by the terrain it's crossing. Tanks, for example, can move 16 squares per turn on a road, ten on open desert, but only eight on wilderness squares.

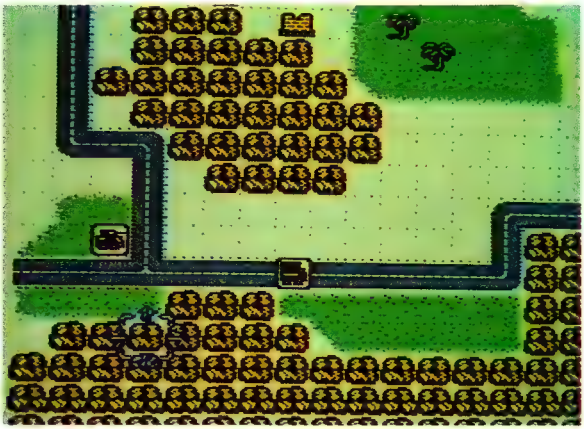


Enemy airplanes have landed at your airfield to refuel. It's lucky you kept an anti-aircraft unit in reserve to thwart such a move!



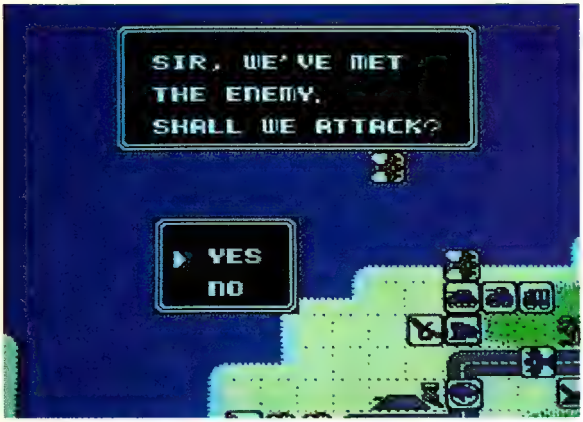
The slow, but powerful, enemy infantry has attacked in the center. Will you be able to halt their breakthrough in time?

At this point in a battle, many units need more supplies. You can obtain them from your trucks or from villages.

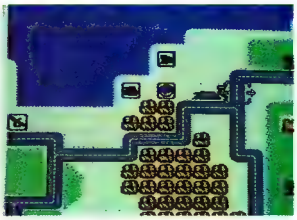


Meanwhile, your flanking column is making steady progress to the south.

No unit can overcome the limitations of fuel and ammo supply. When your gasoline and shell supply runs out, your tanks are sitting ducks. There are two ways to restock: from supply trucks or from nearby villages. Supply trucks automatically replenish every unit adjacent to them, but only one unit at a time can enter a town, so it takes several turns to resupply a whole column by that method.

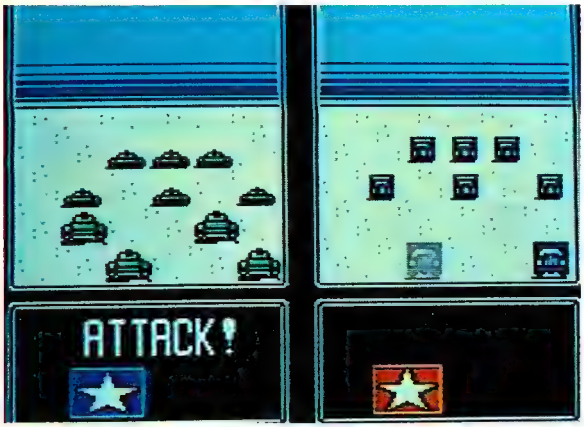


Your bombers have launched a sneak attack on enemy headquarters, inflicting light damage.



The enemy has moved in units to protect his threatened headquarters.

Your sneak attack on the enemy headquarters is successful. Victory is yours!



Attacks launched from the flanks and rear tend to be more damaging than frontal assaults.

DOUBLE DRAGON

Don't let gang members get too close to Billy before you start punching and kicking. There is a certain distance at which Billy's fighting is very effective. If you are too far away or too close, gang members will land more blows on Billy. Practice on the lower levels until you have a good feel for the right distance. Move around so that your opponents don't know what to expect and don't stay in the same place too long.

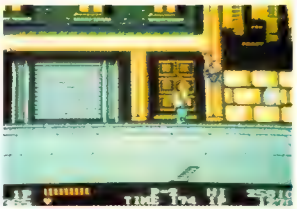
Don't let gang members get behind you or they can hit you on the back or the head like this. Try to face all opponents, even if you have to run around them to do it.

THE STORY

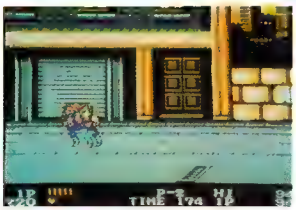
The Warriors, a tough city gang, has kidnapped Billy's girlfriend, Marian. So it's up to you to help Billy use his martial arts skills to rescue her. Billy will have to fight an army of punks, thugs, gang members, and other bad guys to get to the Shadow Boss where Marian is being held against her will.

Billy has 11 different kinds of martial arts fighting skills. As he advances to higher levels, more of the skills become available to him. There are also weapons that his enemies will use that he can grab from them. Baseball bats, whips, oil barrels, and boxes all can be used to defeat them. But the farther you go in the game, the tougher Billy's enemies become. There is also a part of *Double Dragon* where you and another player can fight head-to-head, or you can practice against the computer.

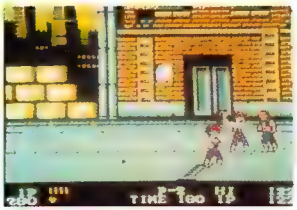
TradeWest



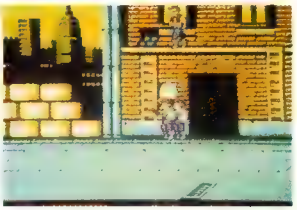
Try pressing the A and B buttons at the same time, while moving the direction controller forward. At the opening level Billy will jump straight up. At higher levels this becomes a jump kick.



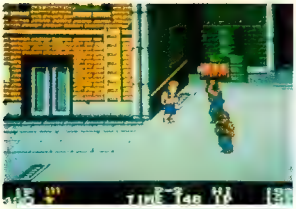
On the first levels, Billy's kick (B button) is stronger than his punch (A button). Time your fighting so that you kick each enemy three times to make him or her fall down. Later stages take more kicks.



These whip-wielding punks come out of the double doors behind them. As soon as they emerge, punch or kick the one holding the whip. Then pick it up and use it against them.

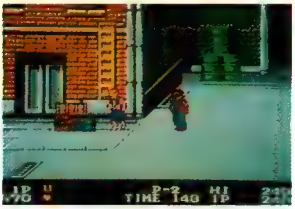


You can surprise these punks by climbing the ladder before they come out, and walking over the top of the door. When they come out and climb the ladder, kick them while they're still climbing.

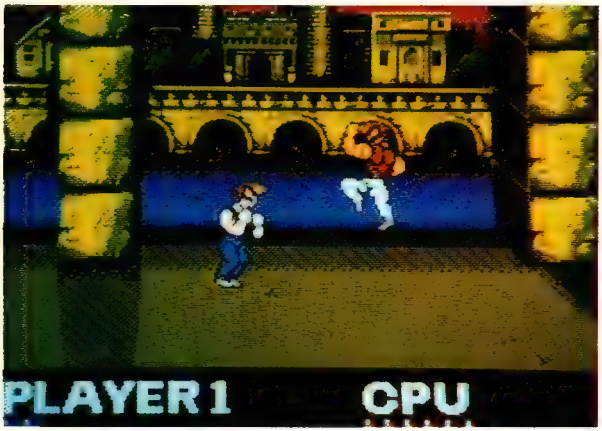


Avoid this oil can-carrying gang member by coming up close to him and then moving forward and backward quickly to dodge as he throws the can. Once you learn to do this, you will never get clobbered.

This is Mode B, an excellent way to improve your fighting skills in a short time. You select which fighter you want to be, and then either play against the computer or a friend.



You have knocked down one gang member. Now pick up the oil can by pressing the A button. Walk over to a gang member and press the A button again to throw it.



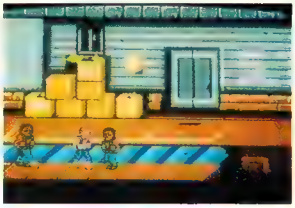
The CPU (computer opponent) is very difficult to defeat in Mode B, but, in this mode, you will quickly get a better sense of the different kinds of moves you have at your command.

Dodging this whip is not easy. You have to get in close enough to kick or punch without giving your enemy time to strike. With a good hit, you can make gang members drop their weapons every time.

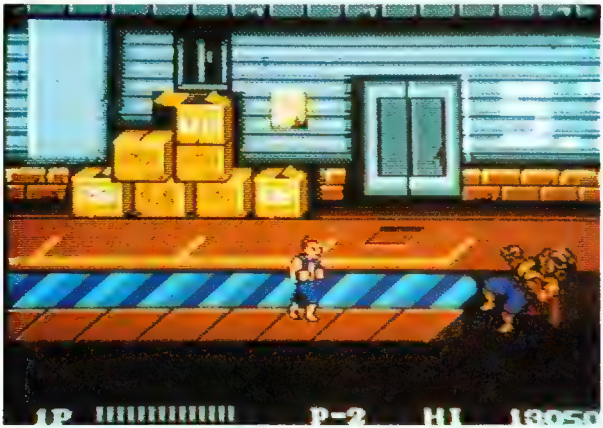
The more you play *Double Dragon*, the better you will get to know what Billy can and can't do at each level. When you reach a new level, immediately try some combinations of punches and kicks to see if you have any new moves. For example, in Mission 3, you will be more effective if you get used to using the A button to throw people over Billy's shoulder or the B button to pull hair and kick.

You can knock down two punks with one blow if you move around so that they come at you together. This is easier if you have a weapon like this whip, but whatever you do, don't let them get too close to you.

The elevator doors behind Billy will open up to automatically move him to the next level of fighting. The doors won't open until you have beaten everyone at this stage.



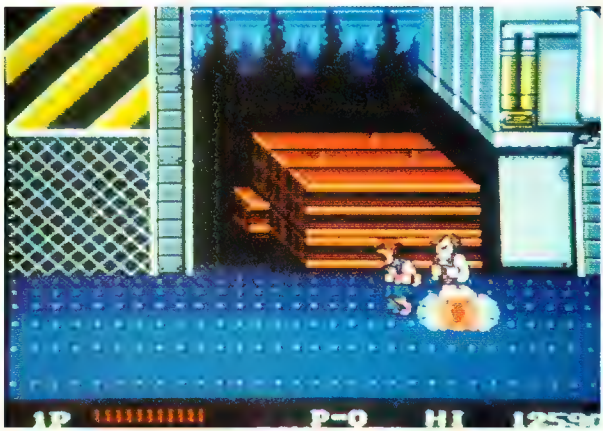
In the conveyor belt room, you must quickly defeat these two tough guys because a more powerful enemy is waiting to attack you. Try charging the guy on the right to knock him off the edge.

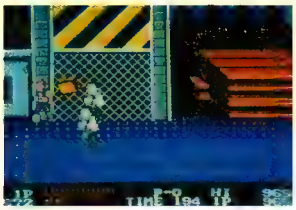


By kicking him as soon as he crosses the conveyor to the platform, you can knock this big guy off. Don't try punching him. Kicking works better and faster.

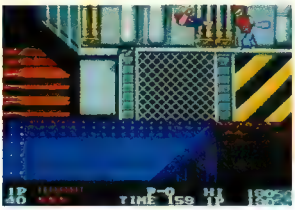
A dynamite stick carried by this gang member explodes. Try to move your enemy over the dynamite stick after he throws it, as shown here. You will have no trouble dodging dynamite.

You cannot carry weapons from one level to another. They disappear as soon as you defeat all the enemies in one area. But while you do have a weapon, keep your distance from attackers. They can knock the weapon out of your hands if they get close enough to punch or kick you. This becomes harder to avoid as you begin to fight enemies who can jump kick and perform other advanced moves.

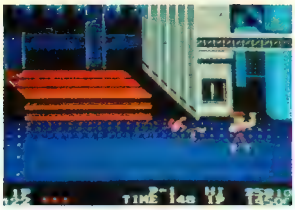




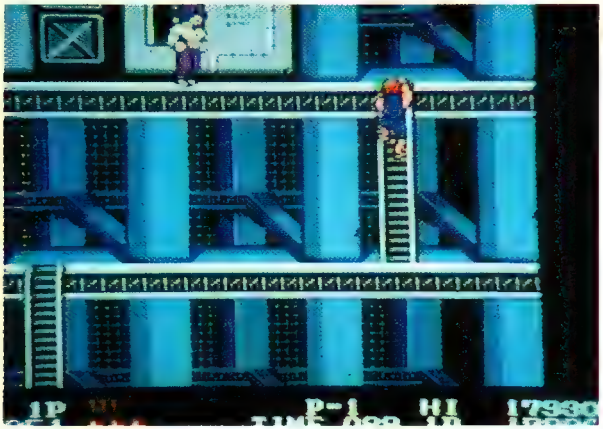
In the second mission, these gang members throw boxes. And they are tougher to knock down than earlier opponents. Start practicing new fighting techniques here.



The baseball bat is a heavy-duty weapon. Watch out or you will get clobbered trying to take it away from your enemy. Get close, jump up quickly to avoid his swing, and then kick right away.



Be careful to avoid an ambush by this whip-carrying punk as you enter the area. The attack begins as soon as you enter from the left. Move around quickly as soon as you enter.

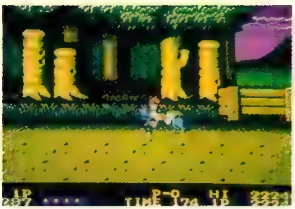


When you reach the top of Mission 2's ladders, you will meet this gang member. When he comes toward you, climb down this ladder and the one below it. You will automatically advance to Mission 3.

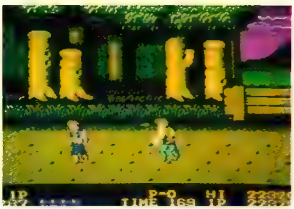
The flying kick works well for you on Mission 3. But be careful. This opponent is fast and can duck your flying kick. Try alternating your flying kick with regular punches and kicks.

In Mode B for two players, you and a friend can fight one-on-one to practice your punches and kicks before taking on the main missions. You can also choose this mode to practice your fighting while the other character on screen stays motionless. This gives you time to study your moves. Mode A will pit you against the computer, which is a very tough opponent. If you do well here, then you will probably go farther in the regular game.

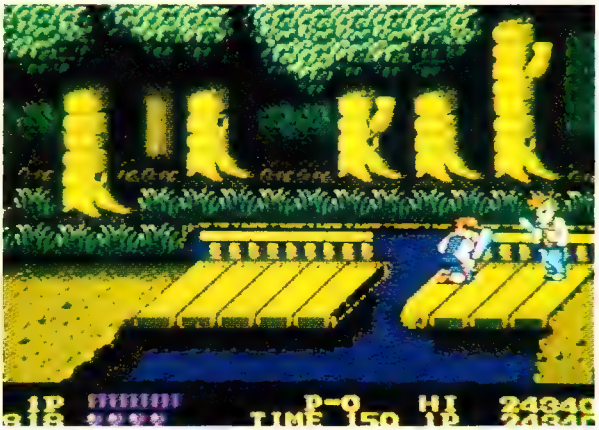
The woods are filled with enemies, and they can come from anywhere. While you're trying to beat the knife carriers, be careful or you might be ambushed from above as well.



This is the hair-pull kick which you can use with the B button once you reach Mission 3. As soon as you learn the right timing for this move, you can really cause your enemies problems.



You can protect Billy from this knife-throwing gang member by moving Billy toward the top or bottom of the screen as soon as the knife is thrown. Then close in to fight.



In mission three, Billy has jumped the gap in the bridge after taking a baseball bat away from another gang member. Now, you are up against a knife thrower who will come after you as soon as you land.

This is the hideout of the Shadow Boss, who has taken Billy's girlfriend, Marian. The Shadow Boss is really Billy's brother Jimmy who is also an expert in the martial arts. Good luck!

Press the Start button to pause the action, especially when your life energy is low. Pausing gives you a chance to study your enemies before or during an attack. It also gives you time to figure out the best kick, jump, or other move in a given situation. As you advance through the seven different skill levels, your choice of fighting techniques becomes more important. Some enemies will beat you if you don't use the right attack.

DUCKTALES

At the start of the Amazon quest, Scrooge will have to pogo-jump on top of the apes in order to get the treasure chest.

THE GAME

Capcom's *DuckTales* truly captures the spirit of those wonderful, epic-sized Scrooge McDuck stories that first enchanted readers 40 years ago and still remain popular today.

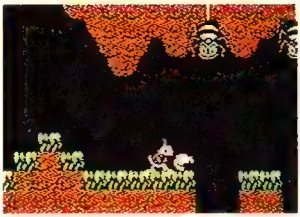
You control "Unca Scrooge" on a quest for five legendary lost treasures. Aided by his great nephews, Huey, Dewey, and Louie, the world's richest duck must travel to the Amazon, Transylvania, Africa, the Himalayas, the moon, and good old Duckburg.

As Uncle Scrooge, your task is to find the treasures in each area — while collecting any gold or gems that happen to be lying around — and avoid your enemies (skeleton ducks, vampire ducks, mummy ducks, and various other foul ducks). You'll be surprised to find out how agile Scrooge really is. The old guy can jump two ways: regular jumping for clearing obstacles or grabbing vines, and the "pogo-jump" in which he uses his cane to hop over dangerous ground, bash enemies, or open treasure chests.

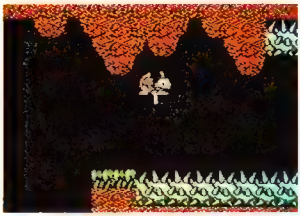
There are three levels of difficulty, but the "easy" setting (challenging enough!), combined with the delightful graphics, make this a superb game for younger or beginning Nintendo players.

Capcom

The pogo-jump is essential to the game. It's tricky to learn, but you can do amazing things with it, and the move will soon become habit. Press down on the control pad while pressing the A button. Then, while Scrooge is airborne, press the B button (You have to push B before Scrooge lands.). Scrooge will keep pogo-jumping and you can move him left or right. Remember that Scrooge can be moved left or right even when jumping or falling. Getting some of the treasure chests and other bonuses will require some fancy maneuvering.



The best way for Scrooge to get past the spiders is to whack the boulder with his cane so that it knocks one of them down.



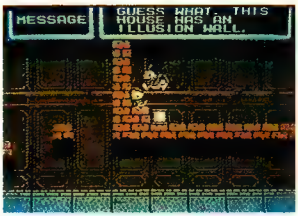
The pogo-jump is the only way to get across a briar patch.

You can use any flying creature — even a bee — to give your pogo-jump additional height. Some of the treasure chests are impossible to reach without using these "stepping stones."

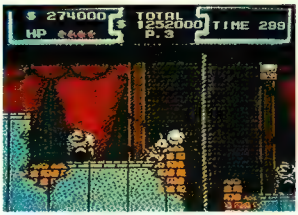
Scrooge, being Scrooge, will naturally want to open all the treasure chests he comes across. One good way to open them is to push right or left on the control pad and press the B button. This causes Scrooge to take a swipe with his cane (it will look like he's swinging a golf club). This works well against boulders and stone walls, too.

Scrooge's cane is quite powerful. When stone walls block your path, just bash them down. Of course, this doesn't *always* work....

Hit the tombstones in the Transylvania stage and either a jewel or a ghost will come out.

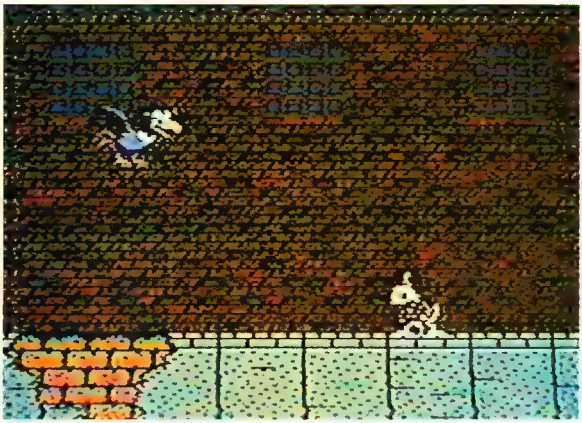


Sometimes Scrooge's nephews will give useful hints — in this case, information about walls that you can walk through.

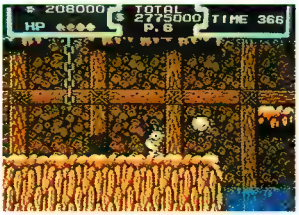


If Scrooge hits this rock with his cane, it will fly up, knock down the treasure chest, and knock out the ghost below as a bonus.

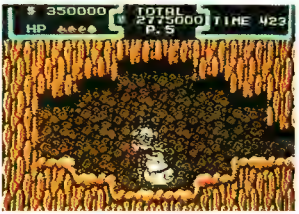
Scrooge is far from defenseless. For an old duck, he swings a mean cane and can defeat most enemies simply by pogo-jumping on top of them. Even when Scrooge takes a hit, it can work to his advantage because he becomes invulnerable to further damage for a couple of seconds. As long as you move quickly, you can use that time to slip past your foes.



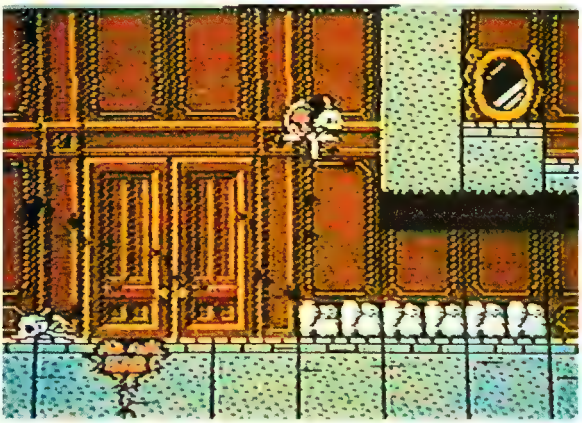
The boss of Transylvania is Magica de Spell. When she flies low, jump on her head before she can fire her lightning bolts.



Beware of the pool on the right. It hides a dangerous frog creature. Jump on his head for a big boost across.



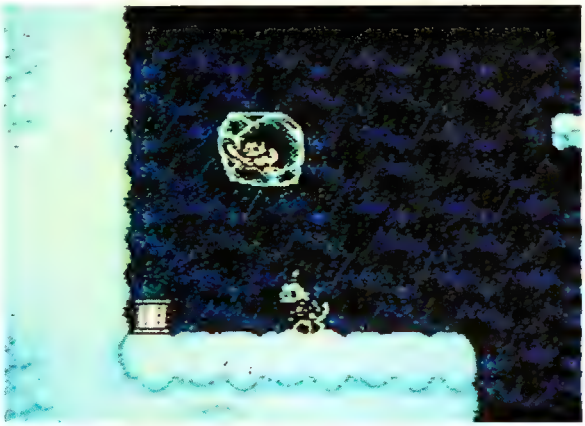
The boss of the African mines is the King of Terry-Fermi. Stay to the left or right of him. Then, when he rolls, pound his head with pogo-jumps.



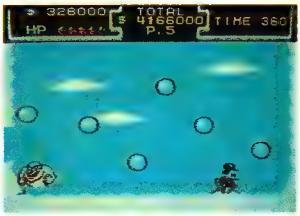
The key you need to get to the African mines is back in Transylvania, behind the mirror in the upper right corner.

In each of the lands Scrooge visits during his quests, he will come across the ace pilot, Launchpad. If you're worried about losing a life (and your accumulated wealth) you can engage Launchpad to fly you back to the control room in Duckburg where you can put your money in a safe. Remember, though, that you can only use Launchpad one time during each mini-quest.

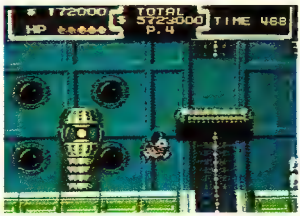
You can't pogo-jump in the snow. You'll only get stuck and make Scrooge lose his formidable temper.



If you free Bubba from his icy trap, he'll show you a secret treasure — an extra life.

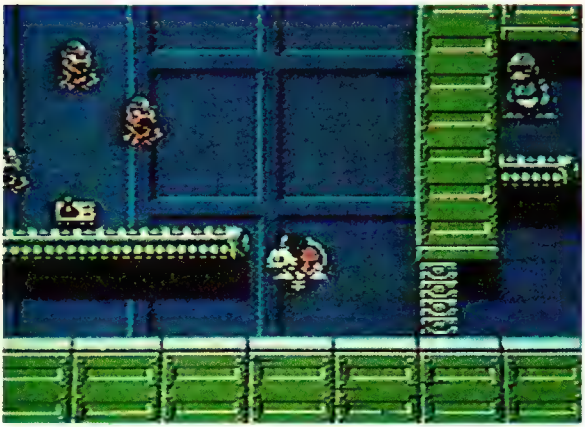


The boss of the Himalayas is the Abominable Snowman. He's not so tough. Just dodge between his avalanche snowballs and jump on him.



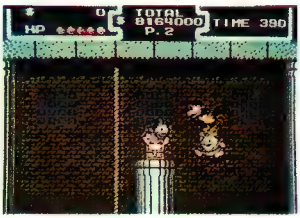
You may recognize the rope you used to climb up in the moon stage, but if you go down it, you may fall off into space. Go left and try the next rope instead.

Pogo-jumping is the key to the entire game. As Capcom's instructions say, "When in doubt, jump about!" The treasures are, more often than not, hidden in really odd locations. Often the hiding places are out of reach, no matter how long you push the A button. One way to get at them is to pogo-jump *on top* of another character (especially one who is hovering in mid-air). You'll find this a useful tactic during battles as well.



Use this remote control device to summon Gizmo Duck, who will blast down an important wall for you.

Defeat Count Duckula by jumping on top of the flying bats to gain height, then jumping on his head.



Your final contest is a race with Flintheart Glomgold. You don't need to do anything fancy — just race him for the gold and get there first.

Since the moon boss is a giant rat, the moon treasure must be — what else? — green cheese!

FRIDAY THE 13TH

The map screen displays the layout of the camp and the location of each of the six counselors. Choose a counselor and let the terror begin.

THE GAME

From the big screen to the little gray box — Jason's reign of terror continues. *Friday the 13th*, the videogame, is set in seemingly serene Camp Crystal Lake. However, the peace and quiet only indicates that the man behind the hockey mask is plotting his next crime.

Your job is to find weapons and other power-up items needed by the Crystal Lake staff. If you find them, you can save the children and put an end to Jason's homicidal horror. But if all the counselors or the campers are murdered, the game is over.

Before long you'll see that it's easier to leap over zombies and wolves than it is to blast your way through them. Sometimes, zombies multiply faster than you can exterminate them. However, you must dispose of large quantities of these deadheads to earn a more powerful weapon. You should try to enter the cave as soon as you can, defeat Jason's mother, and retrieve the machete. Then the zombies will go down with one swipe.

Keep in mind that the counselors have individual strengths and weaknesses. Mark is probably the strongest and fastest staff meeber, so use him to battle the toughest foes. Managing your resources wisely is crucial. And remember that the more times you defeat Jason and save the kids, the better chance you'll have at acquiring better weapons.

Send your stronger, more mobile counselors throughout the camp in search of items and weapons. Keep your slower counselors near the children to ward off Jason's attacks. When weapons are collected, be sure to distribute them wisely among the counselors by using the PASS option discussed in the game's instruction booklet.

You must obtain a lighter and start fires in all the hearths in camp before the torch will be revealed. You can light the hearths simply by entering all of the large cabins.

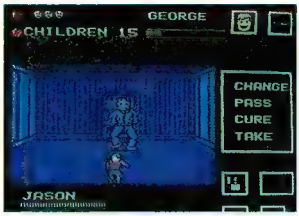
Exterminate zombies to acquire valuable items, like this lighter. Sometimes you can retrieve an item or weapon merely by leaping at the right spot on the screen.

Vitamin jars are used to cure injured counselors. The jars can either be passed to a staffer in need, or used by the bearer. Store up as many of these life restorers as possible.

Though the best place to find vitamins is in the woods, an ample supply is strewn along the paths of Crystal Lake. You'll want to collect as many jars as you can before night falls and the wolves begin their rounds.

Read each message you stumble upon. Though the repetition does get bothersome, you don't want to miss any important tips.

When the timer begins above your game screen, it means either a fellow counselor or a group of children is about to become Jason's prey. If you rescue them, the campers will show their appreciation.



Jason is too much for George at this early stage of the game. But don't let an early defeat discourage you. Once you get some additional firepower, you'll be able to take Jason's best stuff.

Somewhere in the cave is a hidden door. If you have a key, go on inside. You'll find Jason's mother — or at least part of her — waiting for you.

You'll begin the game armed only with stones. Enter the woods to pick up a better weapon, such as a knife. Even more dangerous are the machete and the pitchfork, both of which can be obtained by defeating the head of Jason's mother inside the cave. These two weapons can fell enemies with one swoop, and will even strike fear into the heart of Jason (if he has one).

Attack the head fiercely and victory will soon be yours. The first time you defeat her, she will leave you the machete.

If Jason ambushes you along one of the paths, make sure you jump over his ax blows. Then (when you can), counterattack with blows of your own.

You'll be rewarded with the torch after you've lit all of the hearths in all of the cabins. The torch is a mighty weapon, burning zombies after only one hit.

It may take a few searches through the camp, but eventually you can recover a flashlight in one of the large cabins. When you do find it, go immediately to the cave and shed some light on the situation.

Jumping like a hyperactive kangaroo is the key to uncovering secret areas and acquiring items. You can find the secret chamber that houses the head of Jason's mother by randomly hopping about inside the cave. You can also locate vitamin jars, knives, and keys this way. But you'll need to have at least one key to enter the secret doors found in the caves.

You can now see the once-hidden passageways using your new-found flashlight.

There are some cabins that can be reached only by boat. Be careful — there are zombies in the lake too!

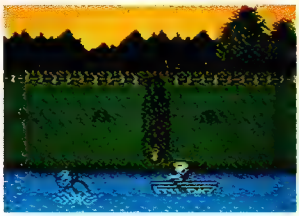
Just ducking is a good tactic to use when dueling Jason. His strikes are rather predictable and easy to avoid.

It seems our mass murderer is a careless butcher. He left his ax just outside this door inside the cave.

If you have a control pad or joystick with a turbo option, *use* it. Otherwise, it's difficult to throw stones or knives quickly enough to kill the hordes of zombies and to stave off Jason's attacks. When Jason does come at you, duck his blows and use the turbo button to pummel him. It won't be long before he decides he's had enough ... for now.

You finally have Jason's mother's sweater! Although wearing it might seem a bit morbid, go ahead and put it on. It will come in handy. Jason likes its comforting smell and will leave you alone.

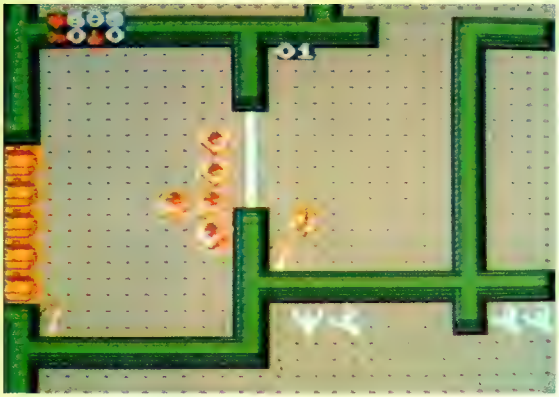
You can switch back and forth between the six counselors as you explore and battle your way around the cabins and trails of the camp.



You can't even breathe easy when piloting your boat because Jason prowls the depths of Crystal Lake, too.

Missing faces from the map mean additions to the day's fatalies.

GAUNTLET



Pick up all the keys and treasure you can in the first room. The exit is in the upper left, but you can explore all the chambers first without being threatened by too many enemies.

THE STORY

Choose to be Thor, the mighty warrior; Thyra, the Valkyrie; Merlin, the magician; or Quester, the elf, in this exciting role-playing game. You're seeking the combination to a locked room in which the Sacred Orb of your people is hidden. But to find the combination, you have to find your way through dozens of challenging mazes.

Each of the characters has a unique set of skills. They'll need them, too, because there are strange foes in all of the rooms they must enter. Ghosts, henchmen, and disappearing demons will try to block your heroes' progress. Often it seems the enemy must win. But persistence pays off, and treasure rooms hold vast wealth and valuable passwords.

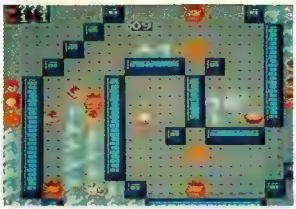
Compete against another player or join together in the quest to recover the Sacred Orb. Five worlds are filled with difficulty, danger, deterrents, and destruction.

Tengen

In room 10, go down through the locked door until you reach the bottom of the screen. Work your way right, but avoid the pads because they'll open walls between you and the enemy. Pick up the potion in the bottom right corner, then go up. The pad there will open the wall between you and the exit. If your character is fast enough, race the black demon to the potion in the top right corner, but don't risk getting trapped by him.

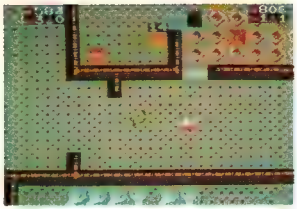
You'll find that each character has its own particular strengths and weaknesses. Thor is the strongest, but moves very slow. Merlin isn't that fast, but he has more magical powers than the other characters.

Thyra combines good speed with good strength. Quester is very, very fast, but he is still the weakest of all four characters. You may want to practice with one character and move to another when you're more confident.



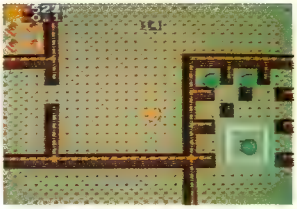
If you move counterclockwise in room nine, you'll eventually find your way to the exit. Don't try to defeat every enemy, just blow up the enemy generators so more won't be produced.

This demon watches over the Sacred Orb you are trying to find, hiding it in a room accessible only with a password. But you can continue the game by getting your own password. Press A and start to continue.



It takes a lot of cooperation to succeed in a two-player game. Here, for instance, use Merlin's key to get past the locked door, but let Quester go in first since he has more strength points.

Don't just stand there and let the black demons tap your energy. Keep darting up to the demon and them away, or try to go around it. Before too long you can pass over it or it will disappear.

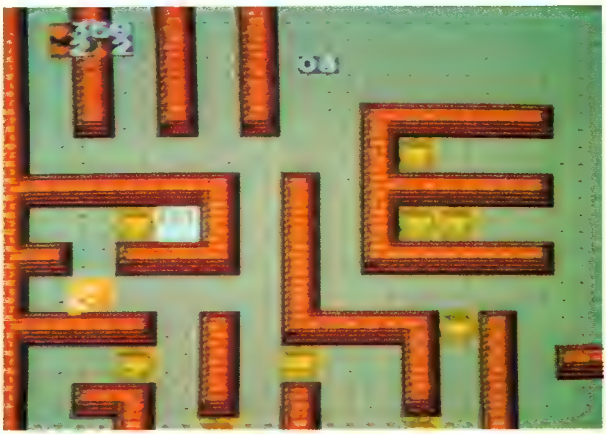


Quester has just walked over the three flash pads to the right of room 14. They have opened the wall just off the screen on the right. He can know go through the opening and straight down to the exit.

When you're playing with two characters, make sure their talents are compatible. Thor and Quester, for example, move at such different speeds that one will always be trying to catch up and the other will always be waiting.

In the first treasure rooms, the exit is in one of the four corners. Locate the exit, then pick up as much treasure as possible. But watch the clock. You'll have to repeat rooms if you don't exit in time.

In a two-player cooperative game, you naturally need to pick compatible characters. But you can also play *Gauntlet* in competition with another player. In that case, you'll want to pick a player as different from your opponent as possible. If he's got a fast character, yours will need stamina. If he's moving slow and defeating all the enemies, you'll want to pick up the keys and treasure by moving fast.



The moveable walls you'll encounter in rooms like 27 are a real problem, especially when there's no path around them. Try pushing on them over and over (and over) until they're finally ready to move.

There are so many exits in some rooms that you might not be able to decide which to take. You can search through room 33 to find potions, but try to transport into an area with no enemies or potions for the right exit.

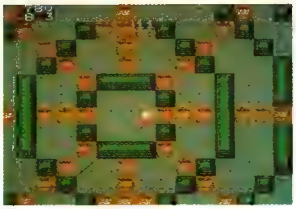
When you see a flash pad that is barricaded like this one, try blasting through the foliage or the walls around it. If that doesn't work, look for a flash pad somewhere that will open the barricade.

To your left behind the hedge in room 37, there are pads that will open up the bushes in front of the bomb on your right. Then go up, pick up the bomb, and shoot behind it to reveal the exit.

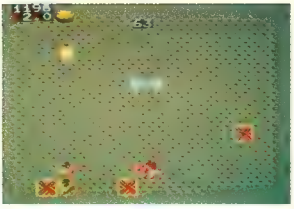
Stepping on any of the patches in the beginning of room 45 will open the wall on the right, letting in four black demons. It's possible to get through without stepping on any of the pads, and it's definitely worth it.

Sometimes you'll find yourself stuck in a "loop," going back through the same three or four rooms over and over again. Instead of repeating the paths you've taken before, look for a different path. If you can find a different exit, you might escape the loop. Even if there are a dozen exits, there's probably only one that is the *right* one. Find it, and you'll be on your way again.

Save your bombs until you're low on energy and attacked by too many enemies to fight. The bombs will kill everything on screen, but not destroy the enemy generators, so more foes will quickly appear.



You might want to take notes on rooms you've successfully solved because the treasure rooms get more difficult to complete as the game goes on. You'll probably end up repeating rooms at least once.

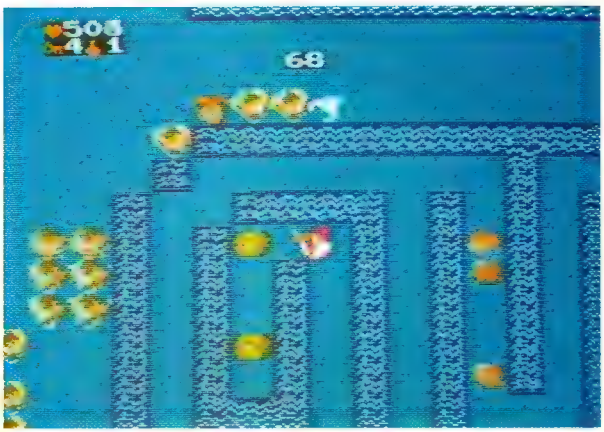


Several rooms have invisible walls. It's not that hard to work your way through, so don't panic. In room 63, each transporting pad will move you farther to the left. Then go left, up, and back down to the exit.

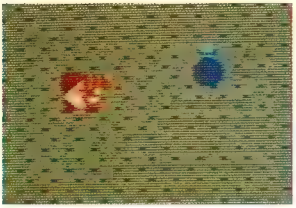
Room 65 has invisible diagonal walls. Watch the movements of the ghosts to find the paths. Grab both of these bowls of food before you go into the exit and you should leave with almost full energy.

There are four quadrants in room 68. Avoid the left entirely. If you need keys, go to the top right and pick up the two there. Then go to the bottom left. The first locked chest holds a black demon, the second is the exit.

Do you want to start half way through the game instead of working through all the lower rooms? Use these passwords and you'll start with powers, bombs, and keys. *Thor*: BC3-SY9-ISS. The first two letters of the combination are R and X; *Thyra*: NRF-TTU-NR7 with symbols C and 3; *Merlin*: UTL-DST-LGT with letters G and W; and *Quester*: 77F-TA1-NLS with letters W and I.



You have a time limit in room 70, so don't waste any time. There are invisible locked walls, so make sure you have some keys or can find the pads to open the area to the key located in this room.



There are many helpful items throughout the mazes, such as bombs, invulnerability boxes, first aid boxes, and so on. But stay away from this black-purple potion. It will take points away from your strength.

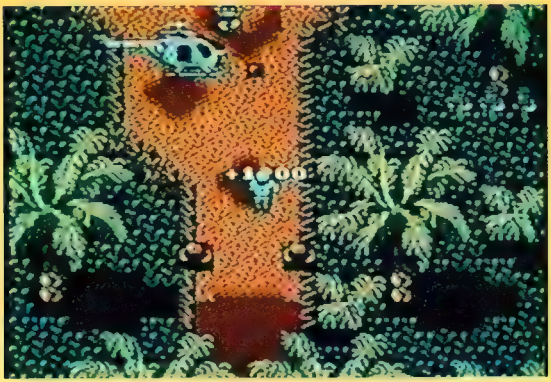
Keep an eye on your supplies. Quester has a lot of bombs, but he is low on energy. Use a bomb to clear the screen so he can proceed without the danger of running out of points before getting to the exit.

There is a map of each of the five worlds that you'll see every time you exit a room successfully. Your progress is plotted with lines, so you can tell how close you are to a code or treasure room.

You'll find treasure, potions, and powers in locked chests, but sometimes you'll also be surprised by up demons. This chest is an exit, but since others are in view, it's a waste of a key unless the other exits are fake.

You have to pick up potions and bowls of food to survive and restore your strength. You can't do anything to a bowl of food, but the potions might be shot and destroyed before you have a chance to grab them. They also frequently lie in the direct line of fire behind an enemy generator or a wall you'll have to blast through. If so, shoot only one bullet at a time so the bottle won't be destroyed by accident.

GUERRILLA WAR



Helicopters will sometimes appear to spray bombs over the area. Be prepared to dodge the projectiles until the helicopter disappears.

THE GAME

The CIA tried and failed. The Green Berets wouldn't touch it with a 10-foot bazooka. In *Guerrilla War*, it's up to you. The mission? Free your compatriots and save an island country from an evil dictator.

To complete this mission, all you have to do is fight through the jungle; secure a small farm; swim a river; navigate a coal mine; blast your way through two cities, a sewer, and a military base; and assassinate the strongman in his palace. No problem.

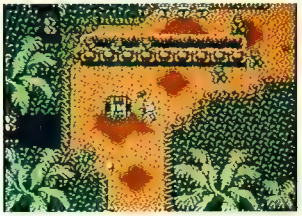
The sinister sovereign will use helicopters, foot soldiers, tanks, gunboats — even a bulldozer — to try to stop you from overthrowing him. Under each red soldier is a boxed letter that represents a special weapon or an extra life to aid you.

You must destroy one enemy leader at the end of each level before you can advance. These leaders are usually piloting a heavy metal machine spraying shrapnel, so be careful.

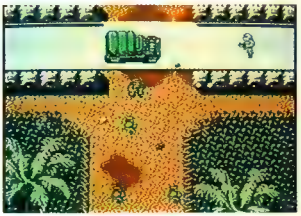
The game captures all the action of the arcade version, but, unfortunately, when the game ends, you can pick up right where you left off. Experienced gamers can finish *Guerrilla War* in an afternoon. However, a difficulty selection is featured, so you can begin play at any level except the last and gauge your improvement.

SNK

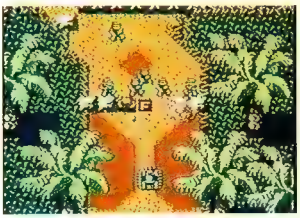
Figure out each leader's pattern from a safe distance before heaving grenades at him. Often there are areas on the screen where you can safely station yourself and destroy the leader without giving him the opportunity to do the same to you.



Tanks labeled "IN" will appear on the screen. Climb in by placing yourself atop the tank and pressing the A button. When the tank is out of gas, it will flash from green to red before exploding.

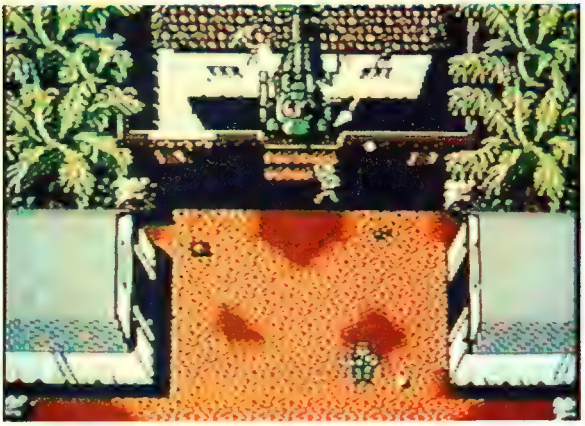


To leave the jungle and enter the farm, you must first destroy this personnel truck. Stay out of its way and keep lobbing grenades at it as it makes passes across the screen on the road.

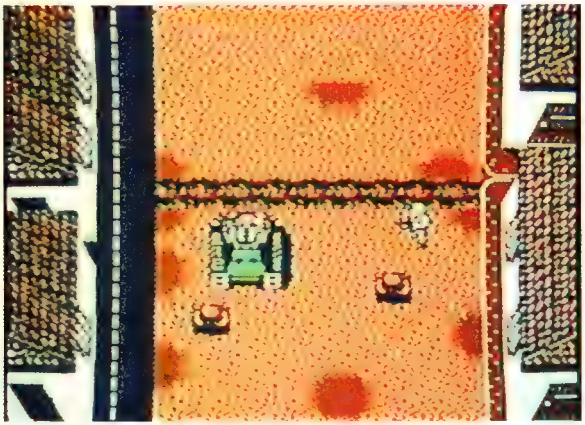


Power-up items are represented by a boxed letter. Here, a flame-thrower can just be picked up. It is powerful, and its flight distance is longer than that of the machine gun or grenade launcher.

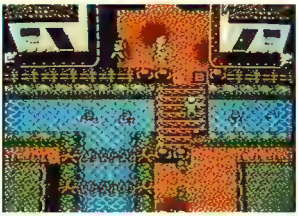
Obtain the power-up items hidden by the red and yellow soldiers whenever possible. The increase in offensive power will be necessary as you start to encounter greater numbers of enemies armed with increasingly dangerous weapons.



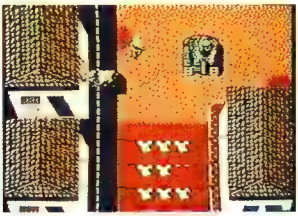
You'll have to destroy this dangerous flying machine to get beyond the farm. Lob your grenades up at the helicopter to beat it, but be careful. It will be lobbing bombs back down at you.



Annihilate the tank while avoiding the land mines to continue through the fortress. Touch a land mine and you're dead meat.

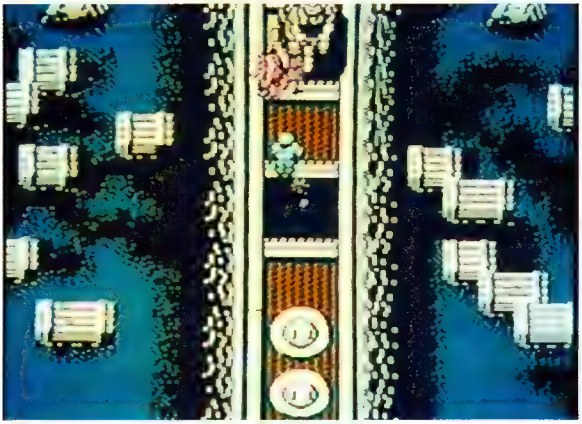


Inside the fortress and throughout the game, hostages will dash across the screen screaming for help. You'll get 1,000 bonus points for each hostage you rescue.

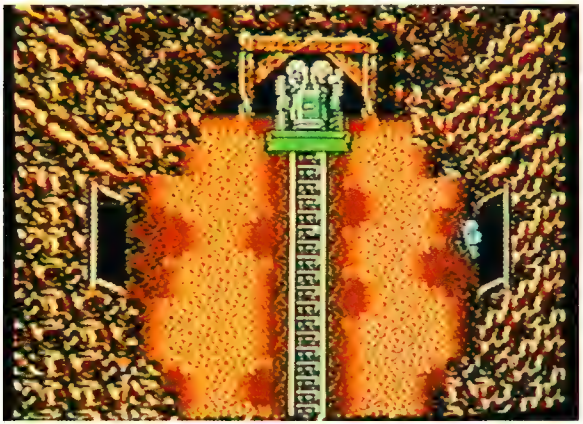


A high-power tank awaits you at the far end of the fortress. Figure out the driver's pattern before trying to destroy the tank. For cover, try using the underwear hung out to dry.

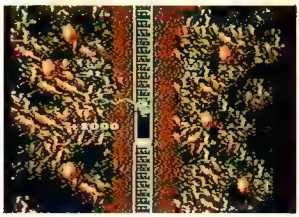
Remember that you can fire your machine gun and lob grenades *simultaneously*. Using this tactic will make it easier to destroy the large tanks and bulldozers. It will also help you defeat the dictator himself in the final battle.



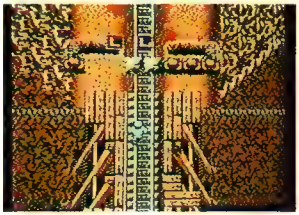
Two stationary tanks will try to prevent you from getting off this causeway. Unfortunately, you will have to move in precariously close in order to neutralize them.



Yes, even earth-moving equipment opens fire on you in *Guerrilla War*. Blast this bulldozer to enter the coal mine.

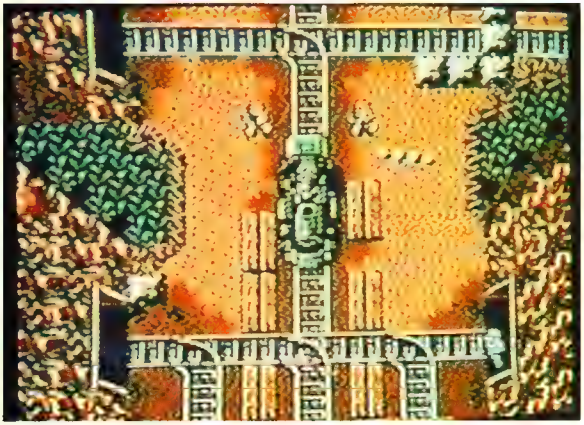


You get a breather inside the coal mine — no enemies, just hostages to rescue. Each captive you lasso is worth 1,000 points. Use your control pad to adjust your speed, and hit the A button to rope a prisoner.



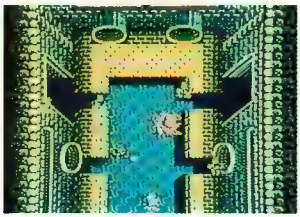
Acquiring a boxed "L" launches bullets that travel farther than those of your machine gun. Like all of the power-up items, the bullet launcher can be used until you die.

When tanks are made available to you, climb into them as quickly as possible. The tank has only a limited amount of gas, which is being used whether you are inside the tank or not. Also, remember to get out when it begins flashing from green to red — this means it's about to explode.

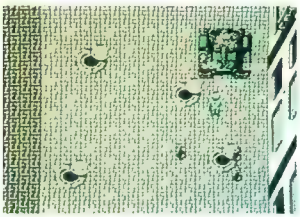


What's this thing? A train? A tank? Whatever it is, it's dangerous. Unlike other leaders, this monster disperses marksmen while shelling you. Stay where our guerrilla is stationed to be safe while firing.

Now charge through the capital on your way to the palace. Be on your toes — the city is not the guerrilla's natural habitat. Reach the middle of the city and these thugs will hurl you into the sewer.

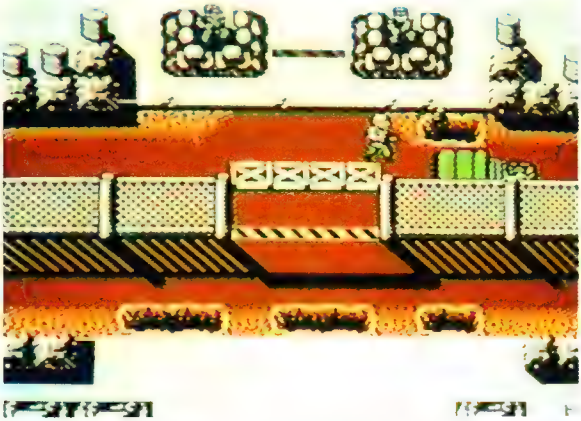


If you can make your way to the end of the sewer, begin firing at the location shown exploding on the screen. This will spark a spontaneous combustion that will send you safely back up to the city.

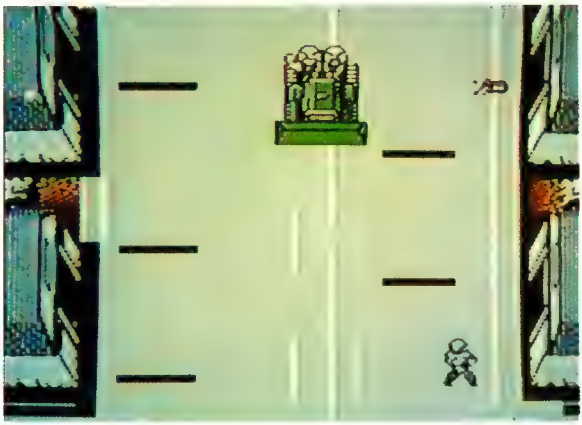


You guessed it, another area boss is nestled inside a terrible tank. Again, figure out his pattern and then move in for the kill.

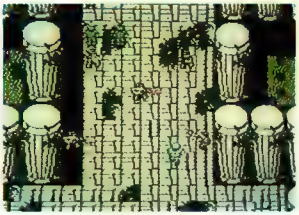
Before aiming your sights on the dictator in the final confrontation, knock out the four cannons defending the palace. Then you can concentrate on your ultimate goal — eliminating the strongman and freeing your homeland.



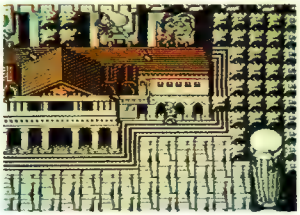
You're almost there! Before charging the final military base, you must rid the world of this truck. Stay behind it while firing to avoid getting run over.



This bulldozer is faster and more dangerous than the one that guarded the entrance to the coal mine. Keep moving — this heavy metal monster is as hard to defeat as the vile dictator.

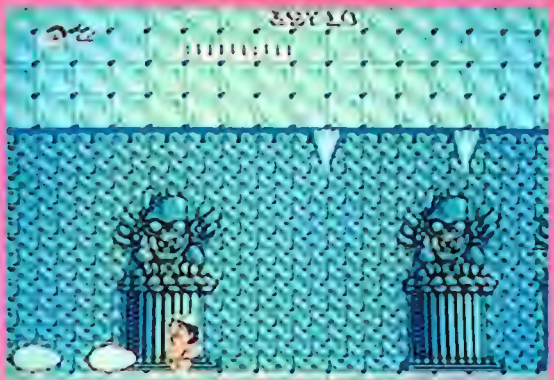


You can almost taste victory. However, these palace guards are going to try to make sure all you get is a taste. They traded in their guns for bazookas, so be especially careful.



Hero or casualty — the choice is yours. Keep moving and study the paths of cannon fire and of the bombs hurled by the dictator. If you have a power-up item here, your chances will improve dramatically.

HUDSON'S ADVENTURE ISLAND



Don't scroll too far to the right if there are eggs on the screen. When you turn back to fire on them so they'll open, the items inside will sometimes bounce off the screen to the left.

THE GAME

The superhero for the computer set has to be Master Higgins, the diminutive star of *Hudson's Adventure Island*. Though he's not out of diapers, Master Higgins has set out for a South Pacific island to rescue Princess Leilani, who has been kidnapped by an evil witch doctor.

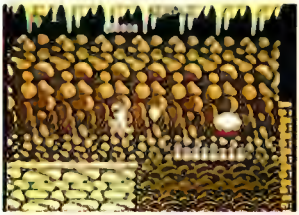
The youthful hero is sure to encounter dangers he never found in his playpen, however. There are eight levels of creepy enemies to destroy, and a boss guarding the end of each level — each meaner than the one before. Guide Master Higgins through the cobras, coyotes, skeletons, basser bats, cavas birds, cyano spiders, krilo frogs, and octopi before he takes on King Quiller, the witch doctor.

Eating right helps Master Higgins keep up his energy. He can pick up bananas, pineapples, and other fruit found to replenish his energy points. And he can find weapons and other valuable supplies in the eggs scattered around the island.

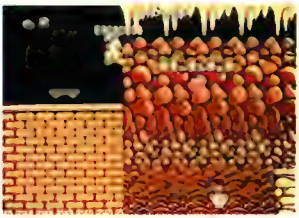
With the items he finds, Master Higgins can throw stone axes or fireballs, get quick transportation with a skateboard, pick up flowers to double the energy of fruit, become invulnerable in the company of a honeygirl, or refill all of his energy points by drinking a bottle of milk. But there's also an eggplant — his least favorite vegetable. If Master Higgins picks it up, it will sap his energy, and he'll have even more trouble than usual in a fight with a boss.

Hudson Soft

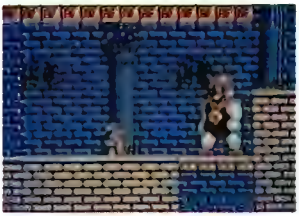
Even jumps that seem to be impossible *can* be made. It may take several attempts before you find the right timing. Eggs hold bonus energy and weapons. But there are some items you won't want. Crack the eggs open to see what's inside before you pick them up. And don't forget the invisible eggs. Fire into empty space — if your weapon halts in mid-air, jump to see if there's an egg hidden there.



Axes have no effect on boulders, so be careful if you're jumping to platforms where rocks are bouncing. But if you have fireballs, you'll have no trouble. Just shoot them and go on your way.



The skateboard is handy for covering distances, but skip it if you have to make jumps like this. It's also risky to try to pick up the bear pot here, but there's a hidden egg just over the chasm.



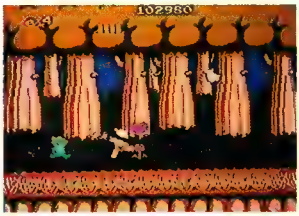
The bosses aren't the big threat they appear to be. The only way to kill them, however, is with blows to the head. In this case, stone axes are just as powerful as fireballs.

There are eight areas in the game, each of which is divided into four rounds. Each round is, in turn, divided into four sections. After you die, if you still have a life left, you'll start at the beginning of the last section you were in. If you run out of lives, though, you'll have to start over at the very beginning of the game — unless you uncovered the bee in the hidden egg in area 1. It's found near the G that marks the end of the section.

If you pick up this flower in area 2-1, you'll double the energy points that the fruit gives you.

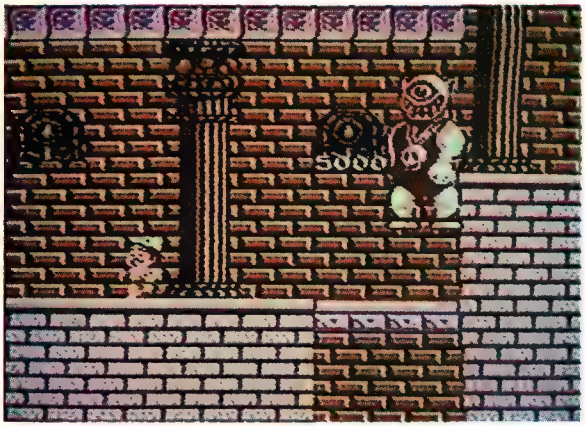
If you aren't able to shoot the whaler because of his wavy flight, jump over him just as he approaches.

These platforms in area 2 start moving just as you step onto them. It's hard to shoot the frog from a moving platform. If you have to, land on the ledge and run under him as he jumps. He won't chase you.

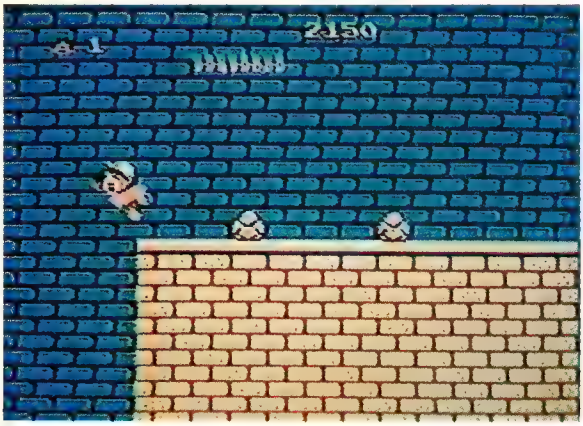


Near this flower in area 2-4, a coyote will dash from behind you. Jump to dodge him, then shoot as he runs to the right. There's another coyote just ahead. Later on, hopping coyotes will appear, but they'll jump over you.

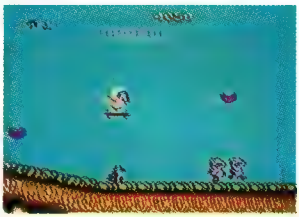
There are some sneaky tricks in *Adventure Island*. For example, many of the platforms or clouds you land on won't be stable, and will fall out from under you. In area 3-1 every other platform falls in the last part of section 4. In area 3-2, section 1, the second to the last cloud will fall, as well as the very last cloud before G. And the first girder on your way to kill the boss in area 3 will fall as well. All other areas have dropping platforms, too.



Watch carefully as you finally kill one of the bosses. His head falls off, and his body leaves the right side of the screen. But as it flies, a new head will appear.



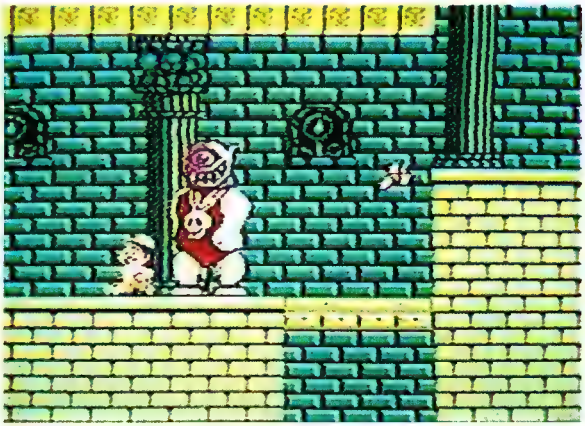
You'll have to jump over this chasm on two springs. It's a tricky move, so be careful. If you hit the rocks when you land, you'll fall into the chasm.



It's hard to kill enemies if you're on a hill and they're on level ground. Your shots just sail over their heads. But this skateboard helps you get past the frog and coyotes with minimum risk.

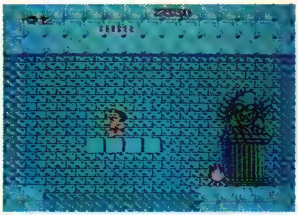
There's an eggplant near the two rocks and springboard in area 3-4, section 3. *Don't* pick it up. It will chase you and sap your energy. Instead, bypass the egg entirely, or shoot it away if it does follow you.

Some hidden eggs (and don't forget to shoot them before you pick them up) conceal keys. If you pick up a key, one of the next platforms you jump on will take you to a bonus round. All the bonus rounds are alike — there are *very* hard springboard jumps to make and plenty of fruit to pick up. But even if you fall very early, you'll just land back in the regular part of the game.

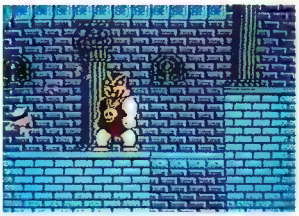


You should leave yourself a little running room when fighting a boss. If you're lucky, the boss's fireballs will fall off the screen to the left without coming near you. Then you can run and jump to hit him in the face.

If you stand on the corner of this ledge, the pesky kello frog will jump over your head. This is one of the few new screens you'll see after area 1. For example, 4-1 is exactly like 1-1, but with more enemies to kill.



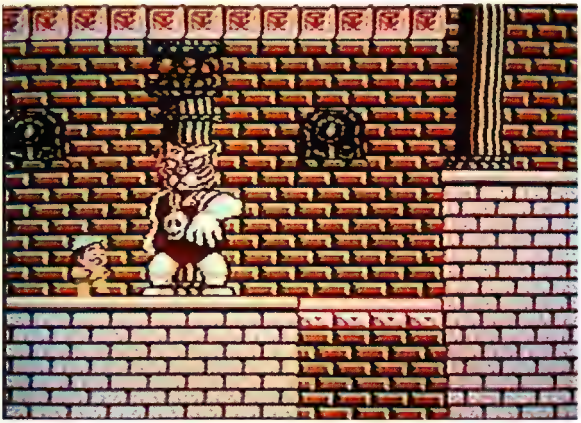
Here's a bonus section in area 4-3. The platform next to the fire will carry you away. It's lucky, too, because it's tricky to jump beyond the flames.



You'll know when you've scored a direct hit on the bosses because their heads turn red. It takes surprisingly few shots (8 to 12) to kill them.

Occasionally you'll be caught without a weapon. Whenever you re-enter an area after dying, you're unarmed and must find an ax. Die at the wrong time, and it may be quite a while before you find another weapon. But you can still get through the rounds, as long as you have a good sense of timing. A *very* good sense of timing.

You should kill these skulls from the platform (which moves horizontally). It may take several passes, but you'll never manage the jump unless the skulls are gone.

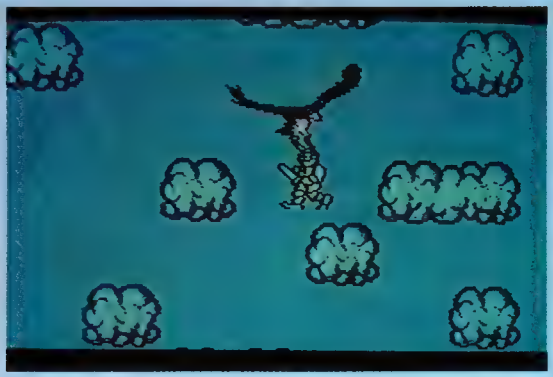


It looks like you're in a tight spot here, but the boss will approach (fairly slowly) to the left, then back up to the right and give you more room. And it's only his fireballs that should worry you.

You can cover distances quickly on your skateboard, but don't skip fruit that's easy to pick up. You can control the speed of your skateboard by pressing back on the control pad.

Five bosses destroyed, and only three to go. Here's a preview of the sixth boss.

IRONSWORD: WIZARDS AND WARRIORS II



If you climb up the left side of the mountain, you'll link up with this eagle. He'll transport you to your next destination.

THE GAME

Sequels are everywhere — in movies, in books, even in video-games. Some sequels seem tacked onto already completed stories, but a few equal or outshine the original projects. *IronSword*, the sequel to the successful *Wizards and Warriors* game, will please fans of the original fantasy adventure.

Super warrior Kuros is back, and the knight must battle good-wizard-gone-bad Malkil once again. This time Malkil wants to enslave the land of Sindarin and has harnessed the powers of nature to help him carry out his wicked designs.

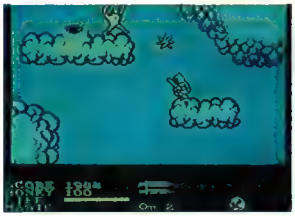
Fans of the first saga will remember that jumping is Kuros' main form of transportation. Since nothing has changed, players should be prepared to stay on their toes. Keep your eyes open, too, since there is detective legwork in *IronSword* as well as the leaping variety.

IronSword isn't a huge departure from the established story line of its predecessor — nor does it need to be. The legions of video warriors who enjoyed the first game won't be disappointed with the sequel. They'll find the same attractive graphics and attention to detail that inspired them in their first quest.

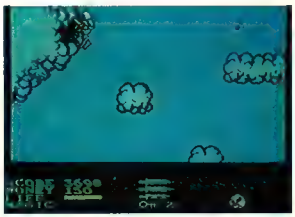
Acclaim

You have unlimited chances to keep playing, no matter how many lives you lose. So feel free to explore new territory in Sindarin. But don't *waste* your lives. If you do, you'll progress slower in the later stages. Remember, you're given lives in sets of three. After you lose your third life, you'll have to start again at the beginning of the stage.

Be sure to jot down your secret code. You can use it to resume a game at the last level you finished.

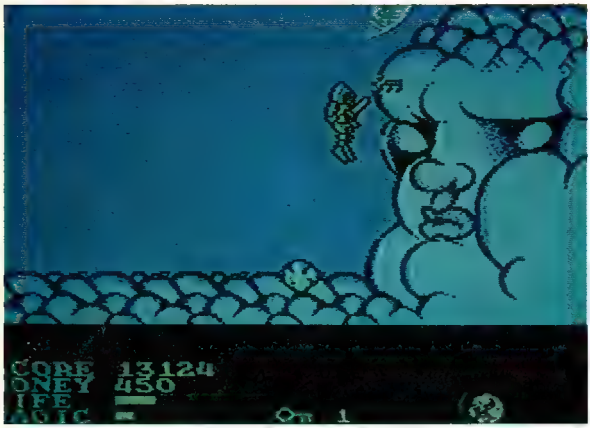


The friendly skies aren't what they used to be. Kuros must defend himself from a tornado, a cloud man, and a giant hailstone.



An Elemental can only be defeated with a certain spell. To find the Windbane for Wind, look for this small entrance.

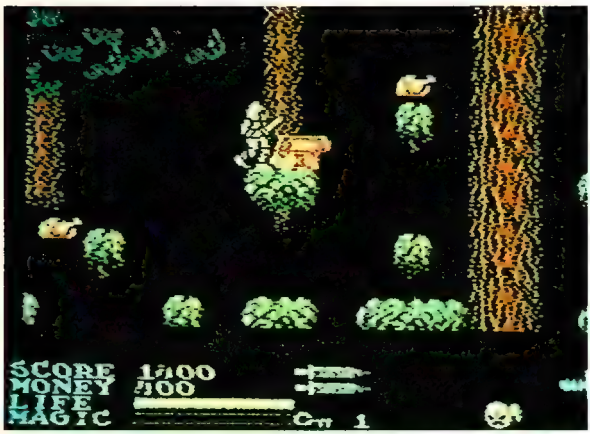
There are certain procedures you must follow in this game if you want to complete the quest. For example, before you move on to the second section of each level, you're required to find and give a golden object to one of the Animal Kings. You also need to discover the magic that enhances your weapon. Until you find the magic, don't bother trying to fight an Elemental. You're bound to lose.



Your first piece of the IronSword awaits, but only if you're able to let the air out of the Wind Elemental.

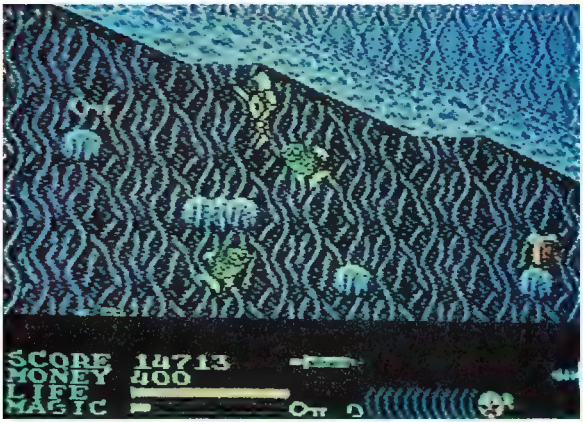
The Waterspout Spell allows you to ride a powerful column of water to the very top of the forest. Use it to walk on the tree tops.

Getting past the frog will cost you one golden fly—available at the top of the forest screen.



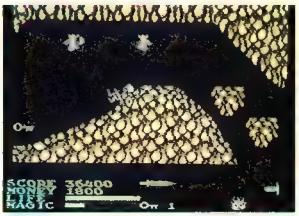
This patch of forest is rich with food and treasure. Don't leave the area until you've cleaned out all of its riches.

Here's what you can expect from the four Elementals: The Wind and Earth Elementals shoot from their eyes, while the Water and Fire Elementals shoot from their mouths. If you're fighting Wind or Earth, stand close and keep jumping as you work the appropriate magic spell. Against Water, aim at his eyes and try to leap on top of him. Stand on the far right of Fire and jump while you toss your Firesmite magic into his mouth.



The teeth of flying piranhas can rip through most anything — maybe even a suit of armor. Swim away fast and get the treasure.

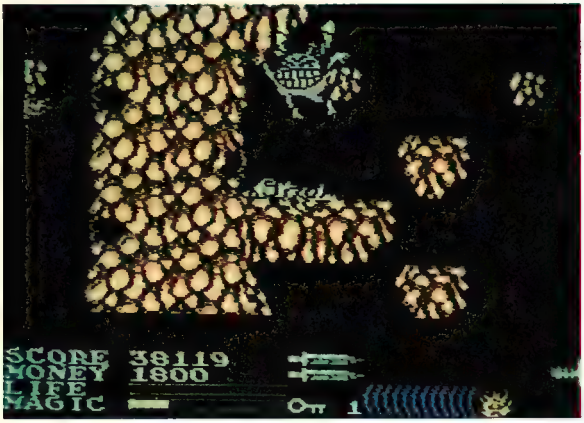
The Water Elemental will dry up if you use the Blightwater Spell. Keep jumping until you can land on top of him. Then exit to the right.



Watch out for these cave demons. If they ask you to sit down, you may not have a choice in the matter.

Don't be afraid of this fierce-looking dragon. If you hang around, he'll give you some sound advice on where to go next.

A large portion of your game time is spent collecting items which give you strength, riches, and magical powers. It's hard to tell which items are most useful. Everything is valuable, so be greedy. Try to find as much as you can. Before you leave a level, make sure you've grabbed all of the money, weapons, and magic available. And don't be surprised if you stumble upon a secret gem room. Sindarin is full of them.



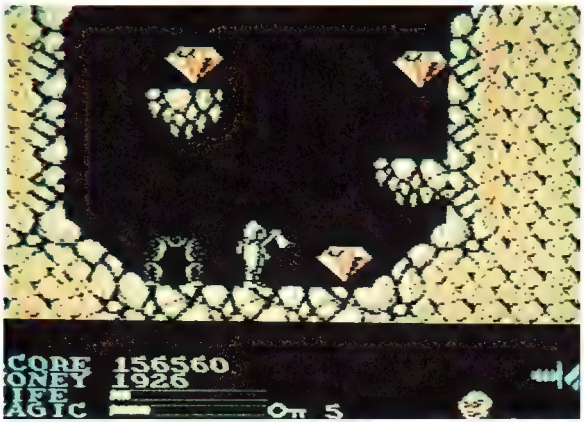
Fighting this toothy critter has taken a serious bite out of your energy. Luckily, you can continue as often as you wish.

These skull spiders want to welcome you to the Earth Level in their own creepy way. Each of them is worth 1000 points when you destroy them.

You can pay your admission into the Lower Pit with a golden tankard. The Animal King will graciously thank you for your offering.

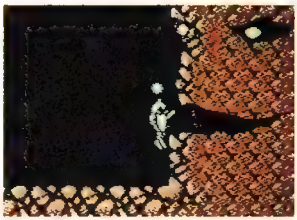
The Fire Elemental's eyes and mouth rotate. Anticipate where his mouth will be, and make that your target.

It's easy for Kuros to start feeling run down, what with all that jumping and swordfighting. If you need some quick energy and are near an inn, you can recharge even if you can't afford to buy food. Use the Dragon Tooth Spell when you enter the inn, and the innkeeper on duty will see to it that all your energy levels are replenished.



You never know when you'll find the invisible entrance to a gem room. They're located all over Sindarin.

If you activate a certain spell in this inn, the proprietor will throw you chickens until all your energy is restored.



The Earth Elemental responds to the Earthscorch Spell. Until the spell takes hold, however, watch out for the rocks he shoots from his eyes.

Your courage has been rewarded with the completed IronSword. Now it's time to find the evil wizard Malkil and try the sword out.

THE MAGIC OF SCHEHERAZADE

Information is the key to this game. Talk to everyone you meet.

THE GAME

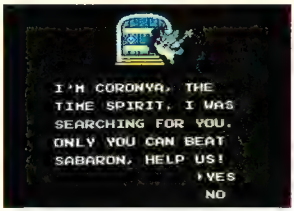
If you've ever read *The Arabian Nights*, you know that Scheherazade was a great storyteller. Her 1001 tales were spellbinding enough to save her from death. *The Magic of Scheherazade* is based on themes from *The Arabian Nights*. In the game, the princess Scheherazade, your sweetheart, has been kidnapped by Sabaron, who has also unleashed a horde of demons on Arabia *and* banished you into another time.

You must join forces with the time spirit Coronya and pass through the time door in order to cleanse Arabia of evil (and, of course, rescue the princess). Each of the story's five chapters corresponds to a different world. There is Mooroon, the water world; Alalart, the desert world; Samalkand, the winter world; Celestern, the flower world; and finally the mystery world, where challenges await that surpass anything in the previous four.

You can belong to any of three character classes: magician, fighter, or saint. You can change class during a game simply by going to a mosque. Since each class has special abilities and can use certain items more effectively than others, you'll want to experiment with different classes in different situations.

You gain experience points by defeating enemies, but your foes grow stronger as you do. Don't panic! You're helped by spells, magic items, and powerful allies.

Culture Brain



Your first ally is Coronya, a girl in the form of a cat, who can travel through time.

Buy some basic supplies in Meshudo before setting out.

When you need to restore your magic points, stay in a hotel.

You get a password anytime you go into a mosque. When you restart the game, you're given three chances to input the correct password. Even if you miss all three chances, a "strange magical power" lets you continue from the last world you visited. *But* you won't have the same powers and items that you had previously collected. It can be disconcerting, to say the least.

You gain experience points each time you defeat a monster. Once your experience points reach a certain level, you also win increased strength, hit points, and powers. Be aware, however, that there is a maximum player level for each chapter in this game, and once you reach it, you won't receive higher levels until you clear that world.

When you leave Meshudo, go north to the town of Rudonia.

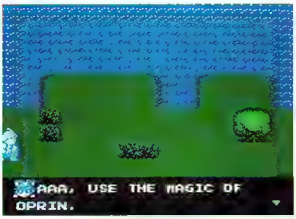
As soon as you're out of town and don't need to use the Speak command anymore, arm yourself with a weapon. There are both demons and bandits about.

Bandits attack you at random. Sometimes you can leave the screen, then come back, and the bandits will be gone.

Use your scimitar on these pesky wasps. Each time you kill one, you get a gold coin.

When you're about to leave a town, take it for granted that monsters are lurking close by. Don't forget your sword or rod before venturing into the countryside. Also be sure you've gone to a shop and bought a supply of bread. Otherwise, you'll become too weak from hunger to fight monsters for very long.

In Rudonia, you find many citizens with valuable information.



Just east of Rudonia is a magic field. Use one of your spells here.

THIS IS THE MAGIC FIELD.
A PERSON WHO PLANTED A
SEED LONG TIME AGO WILL
SEE A GREAT HARVEST.
CLASS MAGICIAN LV05
A OPRIN M 38 E 560
B SPEAK M 32 G 163

Inside the secret entrance, a mysterious lady offers a clue worth a fortune. Literally.

Jad is inside this building. Talk to him for an important clue.

If you're in certain towns during one of the Alalart solar eclipses, try to visit the gambling casino. Since your luck is guaranteed to improve during an eclipse, this is a good opportunity to increase your wealth.

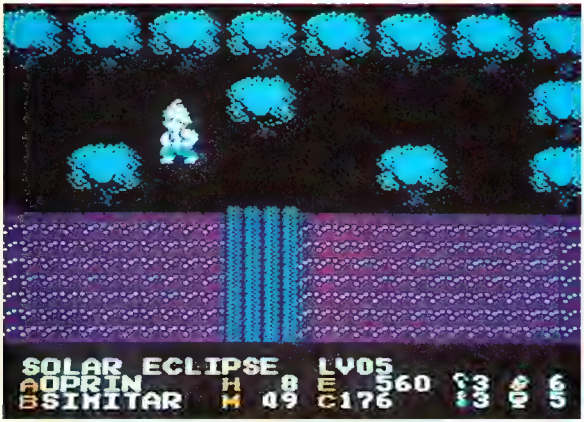
When monsters attack, you can respond three ways. However, Escape and Peace don't always work — even when you don't want to choose Fight.

Both magic and normal weapons are needed to win battles.

You'll find a time door at the end of this pier, to the east of the magic field.

It's no surprise that different battle formations are effective against different enemies.

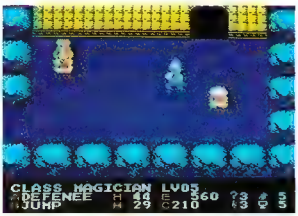
In battle, your survival may depend on the kind of formation you select. Choosing the right formation to match a particular threat increases your magic's effectiveness, as well as your defensive strength. In each world, you have a chance to attend the Magic University and learn about new formations. Pay close attention in class.



The time door takes you 50 years into the past. When you arrive, go to the town of Haren and locate Faruk.

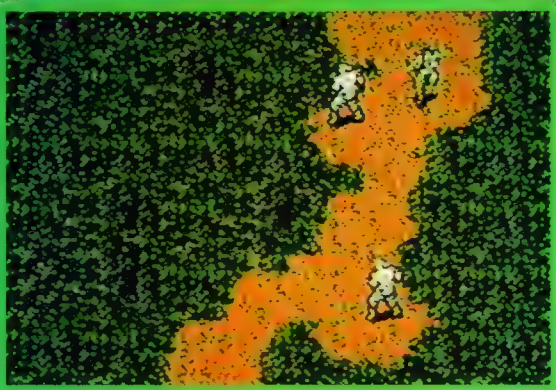
While you're in the past, return to Rudonia and attend the Magic University.

In a field southeast of town, you'll find a wise man who can bestow a powerful spell.



To conquer the wise man's guardian maze, keep bearing toward the northwest.

METAL GEAR



The jungle trail screen is the toughest part of the first level. Your timing must be perfect and your movements quick and precise. Move just as the two guards are facing left. If you're a split second off, you'll fail.

THE GAME

Metal Gear is not so much a simple arcade game as it is a kind of military quest-adventure. A quick trigger finger is necessary, of course, but progress in this game rewards patience, cleverness, and good planning even more than quick reflexes.

As the Marine super warrior Solid Snake, your mission is to infiltrate the domain of madman dictator Vermon CaTaffy. Then you must destroy his "Doomsday Machine," an awesome weapon known as Metal Gear. To do this, you must penetrate five heavily defended strongholds, some of them three stories high. You can pick up useful items and potent weapons along the way, and the key to the game is matching the right weapon or item to the specific situation.

Metal Gear is so challenging that the manufacturers even packed a detailed map of one level of CaTaffy's layout in each game box — something few NES game makers have ever done — as if *daring* you to win even with such an advantage. A legion of Nintendo fans has taken up the challenge and discovered that, even with a map, *Metal Gear* is one of the toughest and most addictive games on the market. This is a Nintendo classic.

Konami

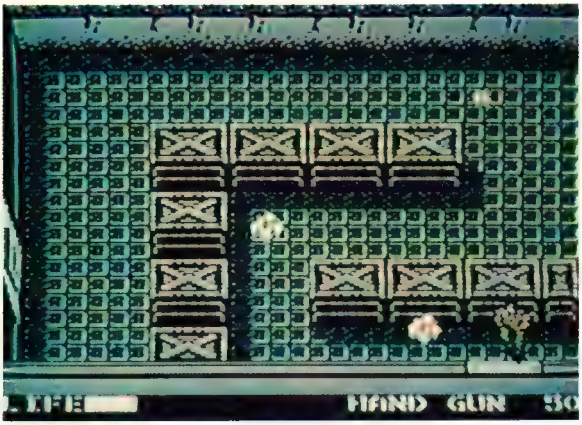
The deeper you go into enemy territory, the more important it is for you to make frequent contact with headquarters on your transceiver. Commander South, your boss, will update you with any new intelligence reports about the location of allies, and special weapons or equipment inside CaTaffy's fortress.

Your first pass card is inside one of these trucks. You'll have to sneak by the guards, not overpower them. Once you get the card, you gain access to Building One.

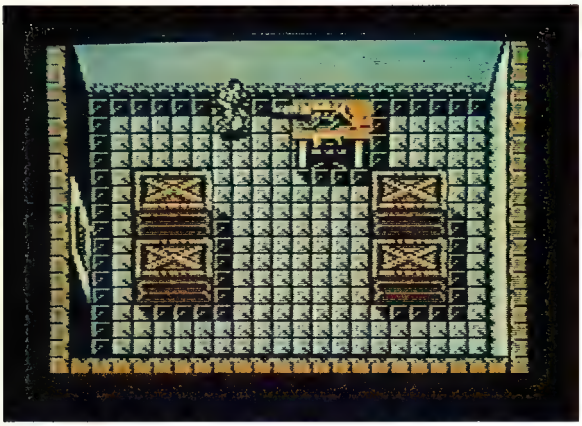
Keep your transceiver tuned to 120.85 (it sometimes drifts, so re-set it as necessary). You'll receive valuable intelligence updates, and you can call in for assistance.

On the far side of Building One, you'll find card No. 4 inside the truck closest to the wall. This card opens the door in front of the truck.

To access every part of CaTaffy's stronghold, you will need to open eight doors, using special security cards. The manufacturers, sneaky devils, "forgot" to show the location of the cards on their maps (no sense in making it *too* easy!). You'll find the first one inside a parked truck, early in the game. As for the others, well, if you search diligently, you'll find them when you need them.

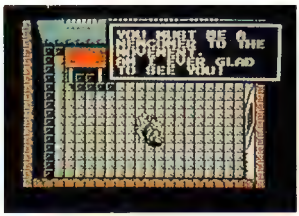


To escape this gas-filled room (Building One, first floor), you must drop your gas mask and use card no. 1. Make sure you have enough life points, because the gas will damage you while you change items.



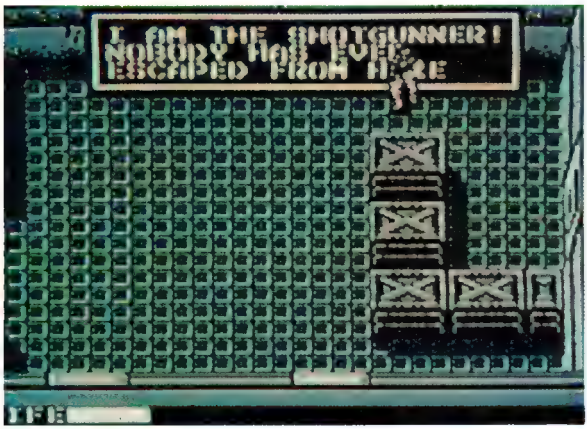
In a room on the third floor of Building One, you'll find a grenade launcher. Go down-screen when you get off the elevator. You will need card No. 2 to enter.

There's an important person in solitary confinement. The best way to reach him is to let the enemy capture you. Do this inside a truck on the first floor of Building One. Unfortunately, you'll lose all your weapons and equipment.

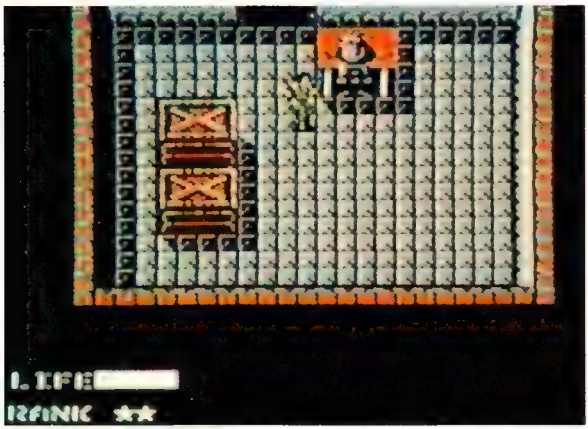


Once you're thrown into solitary, punch a hole in the west wall of your cell — this lets you into the neighboring cell where you'll meet agent Gray Fox, who has vital information.

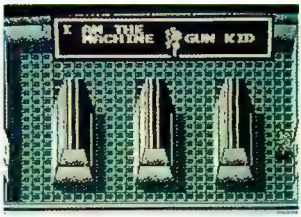
Some of the most hazardous moments in the game occur *after* you've been inside a room or vehicle where you've located a pass-card or a special item of equipment. The enemy is usually waiting just on the other wise, ready to ambush you. Have your weapon ready and be prepared to act fast before you step through that doorway or over that tailgate.



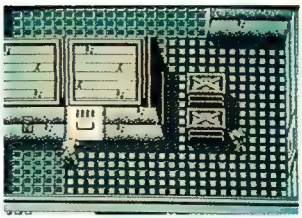
Be prepared to meet a new foe just after you leave Gray Fox's cell. He talks tough, but if you get close and use your machine gun, you can blow him away easily.



But first, get your equipment back. Dodge the Shotgunner and run through the door on the bottom-right of the screen. You'll find all your weapons stored there. Select machine gun and go for it.



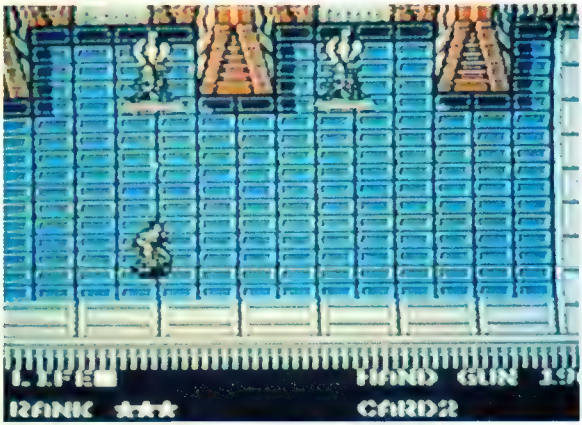
On the second floor of Building One, you'll encounter the Machine Gun Kid. Knock him out (he takes ten hits), then go through the door behind him, where you'll find the iron glove.



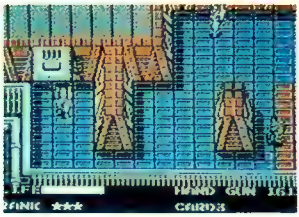
Be sure your life force is full before venturing over these heat panels. Cross them quickly, or they will drain you to a dangerously low level.

As you make progress, you'll come across prisoners whom you will set free. Some of them will have useful information. Just releasing them, however, helps you advance in rank and acquire more stars. Many of the more important weapons, characters, and special items of equipment will not be made available until you have achieved a certain rank.

To get from one side of the roof to the other on Building One, you must cross this treacherous swinging bridge. Slow-motion (if your controller is equipped with it) is a big help.



The Twin Shot gunners guard the cell of Dr. Petrovitch. Scoot to the upper corner and lob grenades at them — that's the only way to kill them.

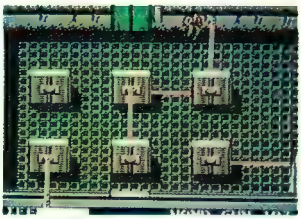


You have only a few seconds to run to the door before deadly heat panels are turned on. *Start* your run at the edge of the previous screen and be ready to shoot anyone that gets in your way.

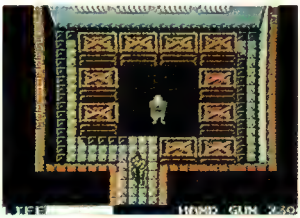
You'll need three star rank and at least 11 mines to destroy this monster tank, which blocks your entrance to Building Two.

The design philosophy behind *Metal Gear* is a bit unusual. As elaborate and full of dangers as the advanced levels are, the game's *hardest* scenes occur at the very beginning, when you're trying to sneak through the jungle past numerous sentries and guard dogs. There is one screen involving two guards on a jungle trail that seems flat-out impossible. It isn't, but getting through it requires touch and timing. Patience is needed, not firepower — if you try to kill all the sentries, you'll never clear the first level. Once you're inside the buildings, things do get a tiny bit easier. Well, most of the time anyway.

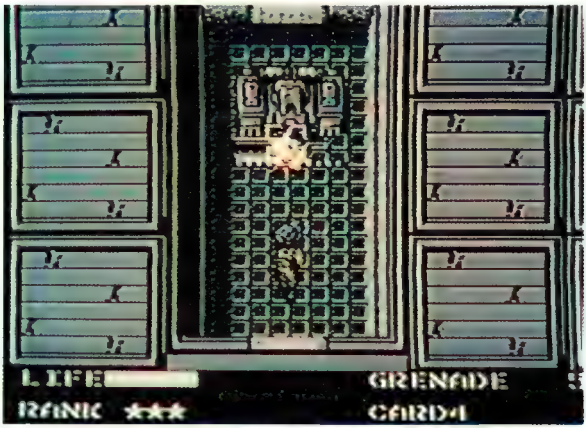
Just beyond the tank, you'll encounter a deadly mine field. If you found the mine detector on the roof, you can see how to avoid them — otherwise, you'll suffer a lot of damage.



If you have infrared goggles, you can easily dodge the sensor beams in this room. If you don't have them, you'll set off an alarm and the enemy will swarm all over you.

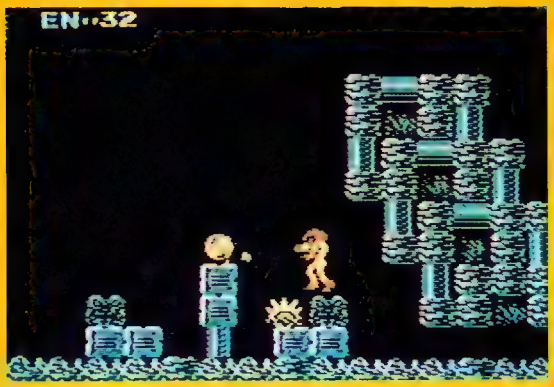


On the second floor of Building Two, you'll find a prisoner who claims he is Dr. Petrovitch. Watch out — he's a fake, and if you get too close, a pitfall opens under your feet.



The first deadly foe in Building Two is Bull Tank. You can only destroy this behemoth with nine rounds from your grenade launcher.

METROID



When you start, go to your left on the screen. You'll soon see the Maru Mari, a power item that enables Samus to roll like a ball. It's useful when trying to get through narrow passageways and tunnels.

THE GAME

Deep inside the fortress planet of Zebes, space pirates are breeding an alien life form called *Metroid*. You are Samus Aran, the best space hunter this side of the Milky Way, and your mission is to prevent the Mother Brain from using the Metroid to destroy the galaxy.

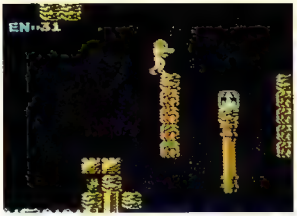
Demolition is the name of this game because what appears to be a dead end probably isn't. Bomb or fire into walls, floors, and tunnels to gain access to secret rooms and corridors. To do this, you must first obtain the bomb and the Maru Mari.

When constructing or reading a map of the fortress, use the various colors of the corridors and rooms as reference. You'll have to retrace your steps more than once to complete the mission.

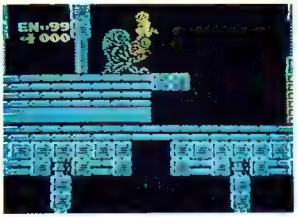
You should also have a good energy and missile supply when attacking Kraid and Ridley, the Mother Brain's cosmic hoodlums. Before meeting Kraid, find the Varia, which cuts in half the amount of energy you burn when hit by enemies.

If you are successful in destroying the Metroid-breeding brain and escaping Zebes, you will discover that Samus Aran is really ... well, maybe you should find out for yourself.

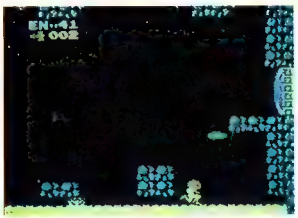
Nintendo



Missile rockets can be found behind a blue door in the yellow corridor and in several rooms throughout Zebes, so keep an eye out for them. Each rocket stores five missiles.



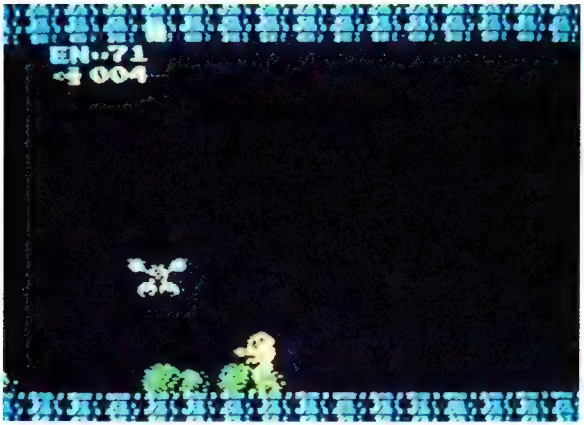
Early in the game, get the long beam, which stretches your attack range to the edge of the screen. You'll need at least five missiles to penetrate the red door to the room with the long beam.



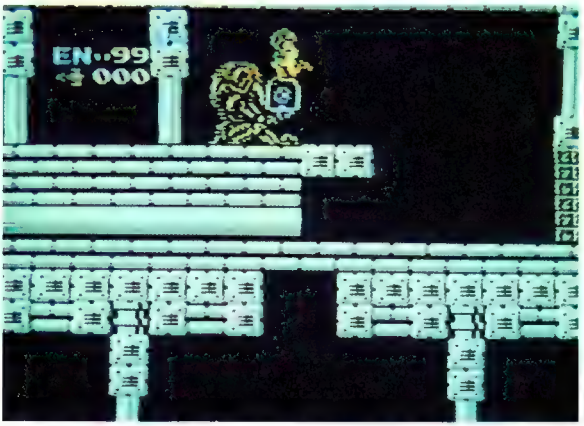
Try to stay out of the lava. While it won't kill you, swimming in it uses an inordinate amount of energy units. Quickly leap out onto the nearest surface, be it rock or frozen Waver.

Use your ice beam to freeze enemies. This enables you to use them as steps to heights you otherwise couldn't reach. Because of this advantage, the wave beam should either be ignored or traded in for a good, new or used, ice beam. Remember that frozen enemies thaw, so be ready to zap 'em again when they come alive.

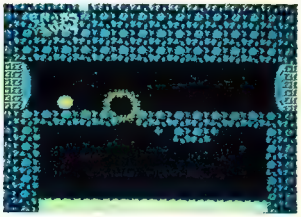
As with so many Nintendo adventures, mapping is of critical importance. Note the difference in the colors of the vertical corridors and use them as reference points. The Fortress of Zebes is a maze and it will be necessary to retrace your steps to successfully complete this game. Because you will be bombing through walls, floors, and ceilings, it won't be long before you're lost if you don't draw a map as you go.



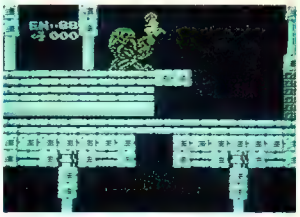
Rios hang from the ceiling until they spot prey, which in this game is you. When you see one, stop moving and wait for it to swoop down in front of you. Then begin firing fast while holding your position.



You should also stumble upon a bomb box early in the game. Acquiring it will allow you to detonate explosives while rolling in the Maru Mari position. This renders you invulnerable to enemy attack.



Often ordinary passageways sit atop critical secret areas you'll need to penetrate to navigate through the fortress planet. Use the bomb to blast your way through barriers.



The ice beam is located in the second blue corridor to the right of the yellow corridor's middle door. You can use this beam to freeze an enemy temporarily. After an enemy is frozen, use him as a stepping stone.

Aristo tries to succeed with a simple plan: a Global Party

"Aristo International designs and develops location-based, pay-per-play, ... games and ...ducts."

...s that ... sic ... fun has been lost as of late in the arcade industry. According to Dave Albert, vice president of Aristo:

"Aristo is about bringing people together. Too many ... into

several products coming. Besides upcoming football and hockey games, there is a tabletop version of "Pong," with up to eight players (called TeamNet, picture below). They also plan to launch Playnet for music and TouchNet which through ISDN lines will ...ing the net to bar loca... ...ed for more!

RETROMAGS

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...learned ho... high-speed polyg... least bought the equipment from a company that knew how). At the AMOA there were a plethora of driving sims, most of which were mentioned earlier: Cruis'n The World, San Francisco Rush and more. Sega's newest installment was called Sega's Touring Car. A strange game in a few ways: First, it feels quite a bit like Sega

Ag... feel of th... car is not 100 percent, but these companies are nowhere near as established as Sega and Namco in the driving field. Perhaps this is a trend starting; the big guys lead the way and others will follow (ahem, Street Fighter).

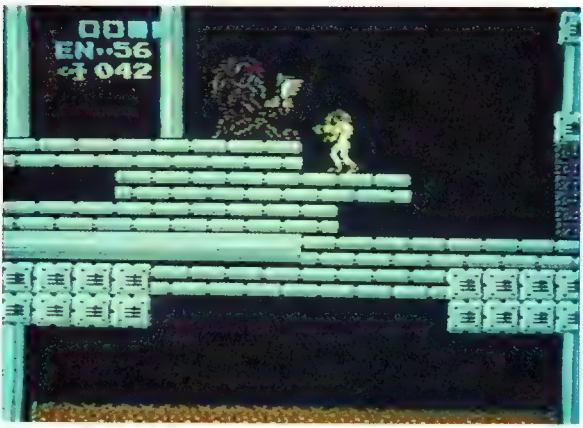
Cobra
Performance:
1 to 5 million polygon/sec
50 to 250 million pixels/sec
Resolution:
640 x 400 to 1,280 x 1,024 pixels
144 Bits/pixel frame buffer
256 level alpha blending
Shading:
Subpixel sampling antialiasing
Flat shading
Gouraud shading
Lighting:
Linear fog
Exponential Fog

KONAMI®

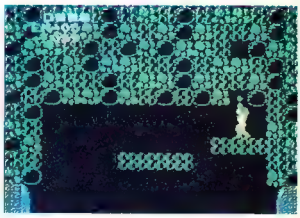
Board ... support 1 million polygon..., where the Cobra is just being learned to program on and it reaches more than 1 million—first try!

As you progress towards the Mother Brain, it will naturally become more difficult just to survive, much less defeat the myriad of monsters that will walk, fly, or slither your way.

Pummel Kraid, boss of Brinstar, with missiles from close range. Avoid the lava at all costs, since it is very difficult to get out of. If you defeat Kraid, you will be rewarded with 75 missiles.



The high jump boots are through the sixth door from the top of the purple corridor on the left. You'll have to bomb a few floors to get to the boots, but it's worth the risks to be able to jump one-and-a-half times higher.

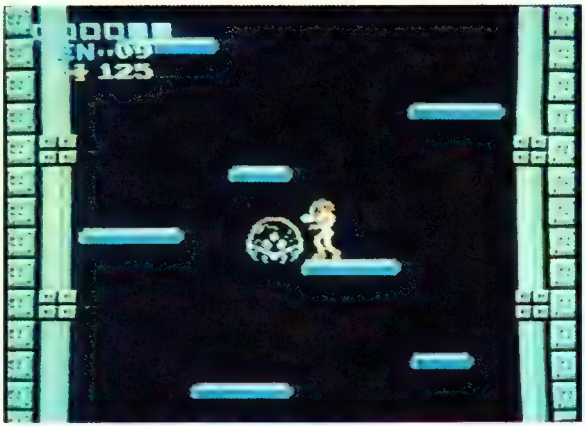


Bomb through the tunnel in the boots room to get to the green room. You will have to pass through several danger-filled rooms before you can bomb upwards to the screw attack.

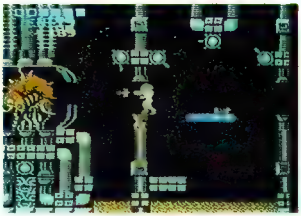
When you get to Ridley, move in close enough so that his fireballs fly over your head, then blast him with missiles. Behind Ridley is an energy tank, so retrieve it when it's safe to do so.

Norfair is the largest and most complicated section of Zebes, so mapping becomes even more important. The vertical corridor shaded purple is to the far right of the section and should be your main reference point. All floors can be bombed through except of course the bottom level. Imagine a bottomless game! There are nine types of enemies in this section, so become familiar with their characteristics and methods of attack.

To build a bridge to Tourian, blast the statues of Kraid and Ridley. Proceed to the elevator and descend. Metroid will begin attacking you at the bottom of the elevator.



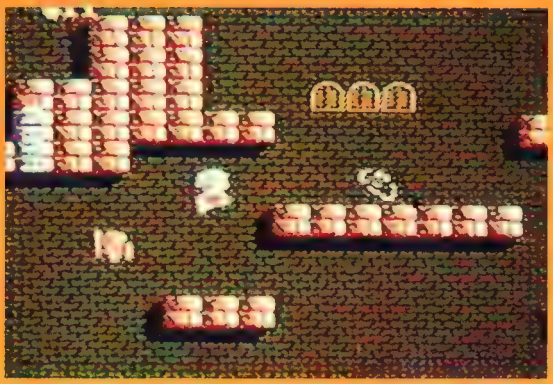
You'll want to descend slowly so that you only have to face one or two Metroids at a time. Try bombing them while moving out from under them.



To get to the Mother Brain, fire rapidly at the Zeebetites so they can't regenerate, then freeze the Rinka. Only three Rinka can appear on the screen at any one time, which gives you a fighting chance.

Once the plasmic computer is destroyed, you must exit Zebes before it explodes. To do this, don't rush. You'll have enough time if you concentrate and make every step count.

MILON'S SECRET CASTLE



You can shoot at this ledge on the first level to reveal a bee. If you can catch it (this bee moves *fast*), you'll get an energy shield for protection. Getting hearts will make the shield stronger.

THE GAME

The friendly people of Hudson communicate with musical instruments. But an evil and music-hating warlord has robbed them of their instruments and is also holding their queen inside her own secret castle.

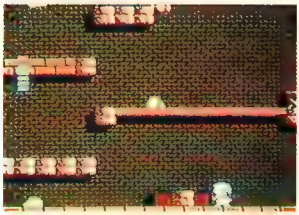
Milon, the only tone-deaf resident of Hudson, promptly heads for the castle, hoping to rescue the queen. His only weapon is a magic bubble given to him by a magician. Milon must search through the castle (where every room is a maze) for items the queen was able to hide, avoid the demons who roam the castle halls, and ultimately rescue Queen Eliza.

Starting outside the castle, you, as Milon, have to work your way up to the fourth level. But you can only advance if you find the right items — and there are more than a dozen you'll need. Even then, you still have to battle seven deadly demon-monsters to move up.

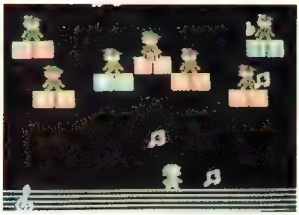
Milon's Secret Castle is complex, but not frustrating. The items aren't *that* difficult to find, and there are some you never really need to finish the game. Others, however, you must have. Everything is connected — but everything's fun.

Hudson Soft

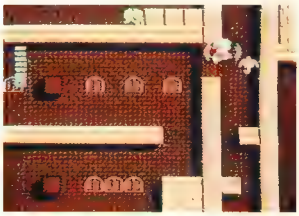
From one of the level 1 rooms, you could see another room that you couldn't reach. There were a number of money icons tantalizingly out of reach. The entrance to that money room is in the top left-hand corner of the castle, on the third level. Not only is there lots of money, but you can enter the room three times to pick up the money. In most of the rooms, the money icons can only be picked up once.



When you run across grids in the wall, it probably indicates that blocks nearby can be moved. Shoot the blocks after you move them and hidden doors may appear. You can also shoot blocks to reveal grids.

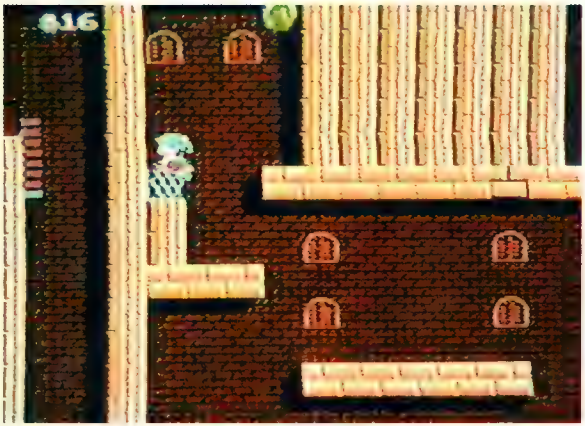


Picking up a music box icon will send you into a bonus stage. Here you must catch notes and sharps to get points that will be converted into money. Catching flats by accident will take points away.

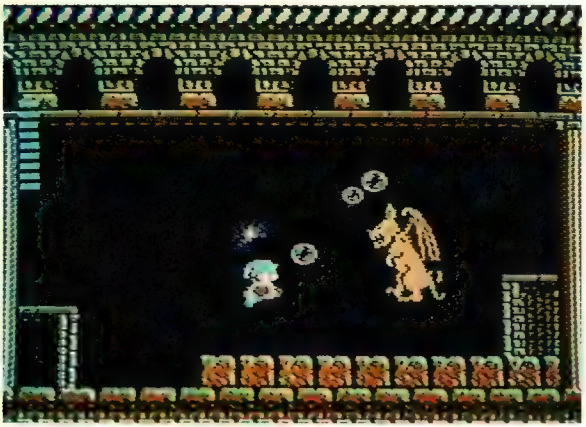


Sometimes when you shoot enemies an umbrella will appear. Grab it to be able to rapid-fire your bubbles. And look in every room for floor springs to give you a boost to important items hidden above you.

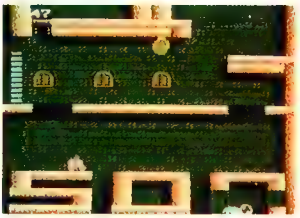
Of the dozen items in the shops, some are vital for success, some aren't. The items are: a liquid that makes you shrink when you touch the glove; boots for jumping; and lantern to see in the well; a fireproof vest for the well; a hammer to knock through walls; a saw to cut through windows; paint to make the invisible visible; a sword to make your bubbles stronger; a blimp to fall slowly; spring boots for high jumping; a canteen to extinguish fires; and a feather to make you light enough for the elevator.



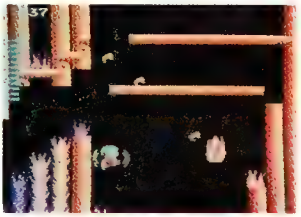
Picking up the honeycomb will restore your energy and add one energy mark. Touching the green glove lets you shrink to fit into small spaces. Find a shop by shooting through the columns on the right.



You have to find all the necessary items and keys for a level before you will meet that level's demon-monster. Enter the room without them and it will be empty. Kill the monster and advance upwards.

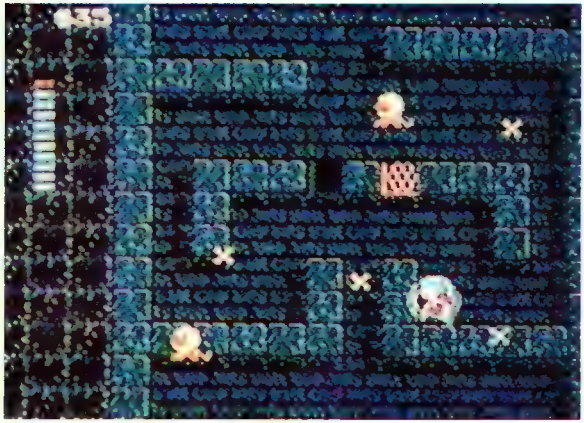


Shoot through the "n" in "Hudson" in this room to find a secret shop. That shop is where you'll buy the fireproof vest you'll need before you can go into the well. You'll also need boots and a lantern.

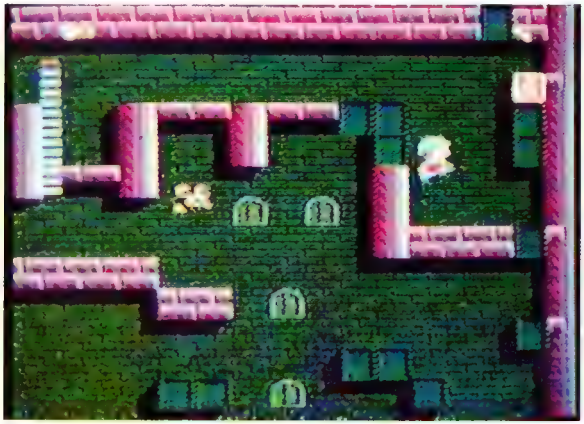


Inside the well you'll meet the first of these flame men. Don't try to fight him — just avoid him and shoot the columns in the right corner. A door in the floor will drop you into a demon-monster room.

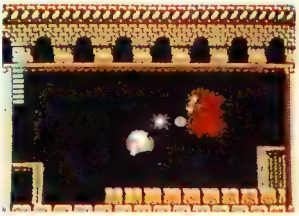
There's one room on level 3 that you'll be seeing a lot. Not only is there an extra demon-monster hidden underneath a fireplace in the lower right corner of the room, but this is the only room in the castle where the money icons will never disappear — no matter how many times you enter. Shoot the blocks, especially those in the lower left corner and near the top right, to uncover the money. This room is also a great place to pick up hearts.



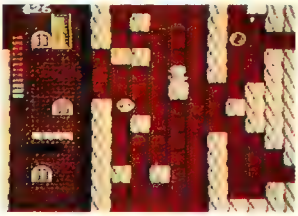
If you shoot this octopus enough times, he'll turn into a balloon. Grab the balloon and get a free trip out of the well. If you don't get it, you'll have to take the long route you took into the well.



You should always try to check the far corners of each room. Here you've uncovered a secret shop just above the money icon. If you have enough money, you'll be able to buy the feather here.

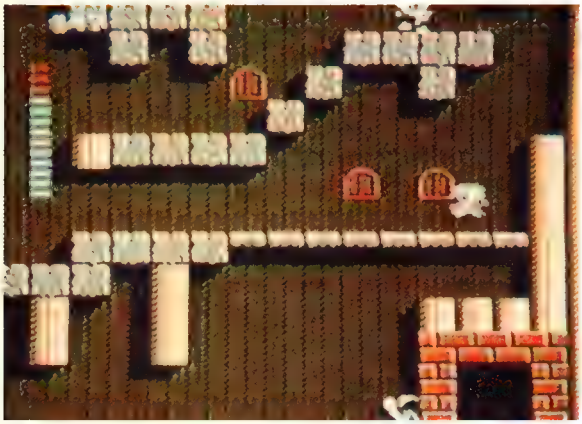


As you kill each demon-monster, it will leave a crystal ball. Without the crystal balls, you won't be able to advance to the next level. Once you've destroyed the monsters, their rooms will stay empty.

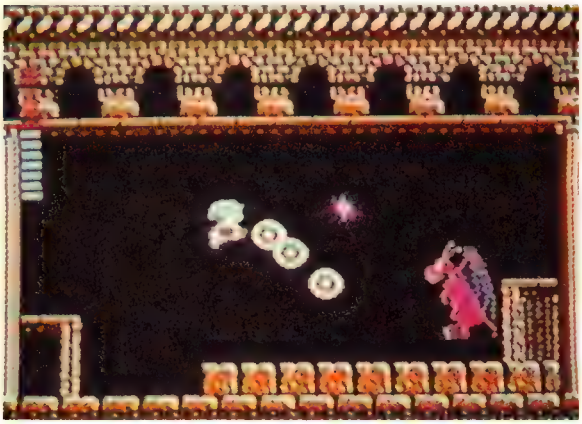


Without the feather, you can't take the elevator in this level 3 room. Climb upwards and shoot the blocks on the right for a shop. There's a honeycomb on the right-hand wall near the bottom of the room.

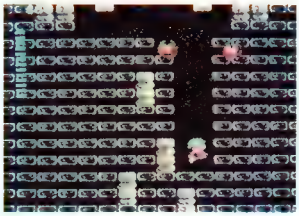
At the bottom of the ice room, you'll see some blocks with electricity running between them. Watch out! Don't stand directly under the electricity because there are springs in the floor. The springs will make you jump up into the current, and you'll be fried alive before you can escape.



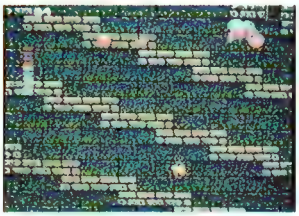
Shoot and move the blocks around the fireplace to fall inside and below the fireplace. Ignore the flameman — you have to battle a demon-monster. But he's not the one you need to advance to the next level.



Did you notice that your bubbles are bigger and more powerful than when you fought the first couple of demon-monsters? That's because you caught the balloon to get out of the well.

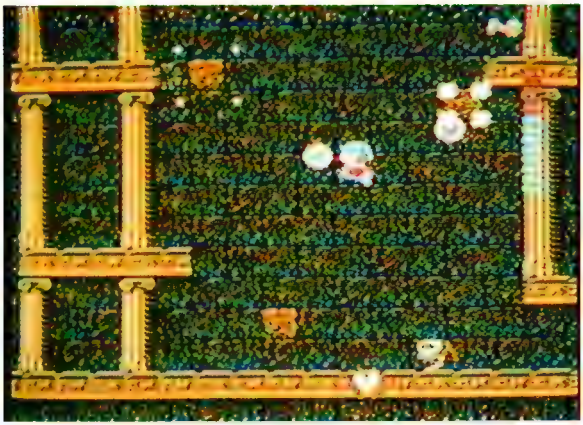


As you fall downward in the ice room, keep one foot on one column and the other foot on a second column. That way if one of the enemies follows you down, you'll still have some fighting room.

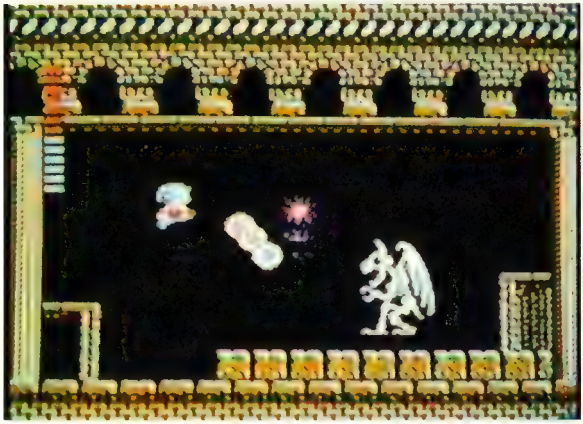


The tower maze rooms seem endless. And they *will* go on forever unless you uncover the secret exit. When the stairs take you near the top of the screen, shoot at the blocks in the right top corner.

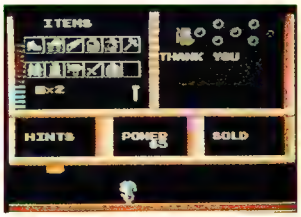
The room between the towers is split — you can get into one half through one tower, and the other through the second tower. In each half, you'll find a fake queens calling for help. Touch them and something that looks like a flaming raven will appear (you'll need the canteen first). When you've killed both ravens, you'll have earned Queen Eliza's scepter and crown.



The room between the tower rooms holds the fake queens. Shoot empty space to make blocks appear in a puff of smoke, but stay out of the area between columns. There are trap doors on the floors.



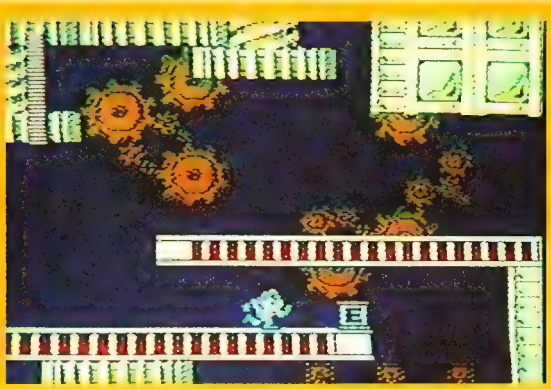
Your last demon-monster is definitely the hardest to defeat. However, he'll give you your last crystal ball and send you onto the fourth and final level of the secret castle.



The only items you need are the feather, one crystal ball, and the queen's crown. When you're in shops, look for bargains. The lantern, for example, is cheaper on the second floor than the first.

There are five magicians on the fourth floor, but only one is the *right* magician (he's chosen at random). He'll shoot at you when his cape is open, but that is also a good time to shoot him.

MEGA MAN II



Be sure to grab the energy tank in MetalMan's stage. Watch out for the floor, though. It could start moving in the opposite direction without warning.

THE GAME

That evil Dr. Wily is at it again! It seems like only yesterday that he was defeated in the original *Mega Man*, but now he's back with another plot to rule the world. And, of course, another cadre of robots to help him with his fiendish plans.

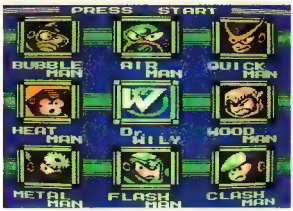
As Mega Man, you're saddled with the task of fighting through all those deadly (but delightful) robots on your way to Dr. Wily's castle and the final showdown. Though you only have a puny space gun at the beginning of the game, you're able to upgrade your weaponry by defeating each robot and acquiring its unique armament. And since certain weapons are needed to defeat some of the robots, you have to experiment and decide in which order you need to fight the henchmen.

If you were a big fan of the original *Mega Man*, you will be pleasantly surprised by this sequel. Although it will take you longer to play *Mega Man II*, the actual game play is smoother and easier. And the graphics are better than in the original game.

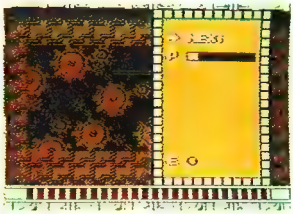
But Dr. Wily is waiting for you, so get on with it. Every ounce of your guile and courage is about to be tested. Just remember — the safety of the world depends on you!

Capcom

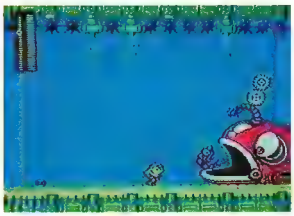
The name of the game in *Mega Man II* is experimentation. There's no sure way of knowing beforehand which weapon will be effective on a particular robot. You'll probably have to die a few times before you can be certain of the best weapon for a given situation. MetalMan is tough to beat, but his metal blade is powerful enough to risk fighting him first.



Take a good look at these robots — they're the foes you must defeat on your way to Dr. Wily. You have to decide in what order to take them on.

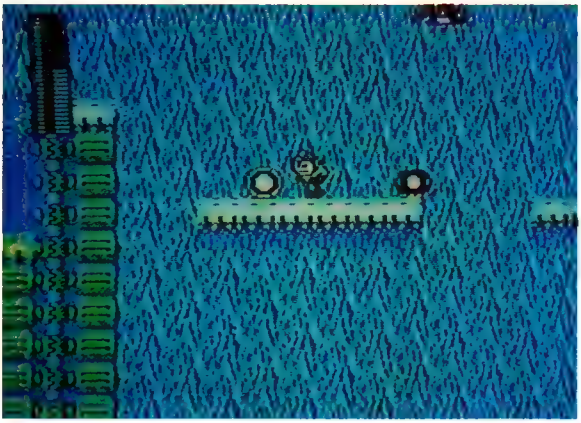


In MetalMan's lair, you'd better check your power level if you expect to get out alive.



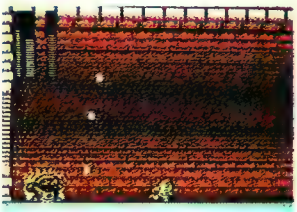
Don't worry about the little fish — you want the big one. Just aim for his antenna and he's canned tuna.

Always take advantage of the password feature when you acquire energy tanks. You'll lose the tanks if you're killed in the next stage — unless you've saved your game.

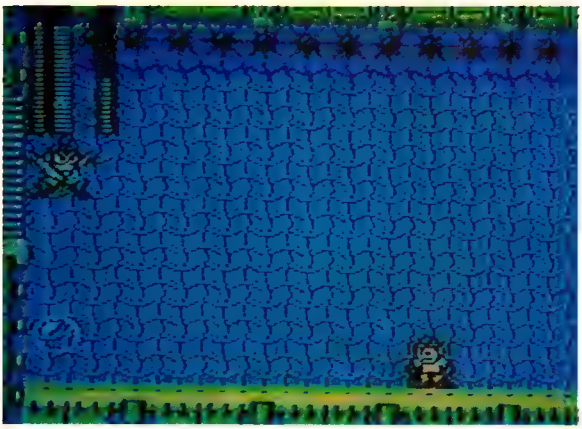


If you stand here to fight, you'll be rewarded with items to refill part of your power.

When attacking HeatMan, use the bubble weapon to cool him off.

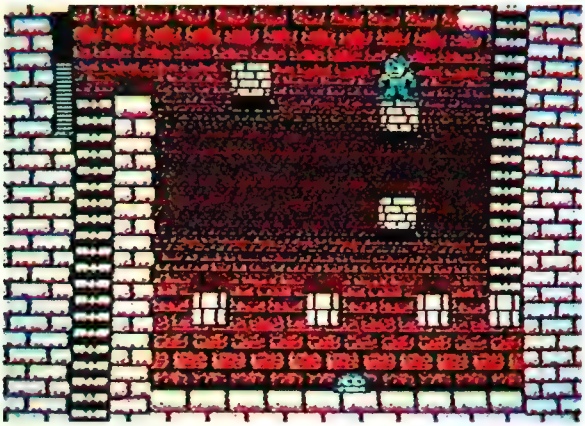


HeatMan may try to turn into flame, shoot across the room, and reform. If he does, just leap over the flame and resume shooting at him.

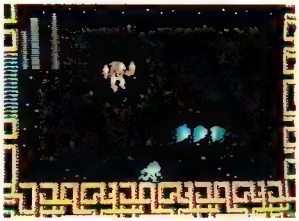


BubbleMan is a pushover, but only if you have the metal blade. Just don't hit those spikes.

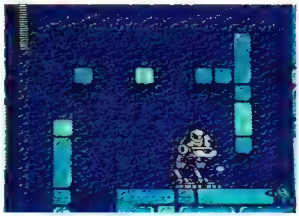
Your jet sled can be useful for avoiding large numbers of enemies, since you can fly over them instead of fighting your way through. Just remember not to squander your sled's energy. There are some situations where the sled is a necessity instead of just a time saver.



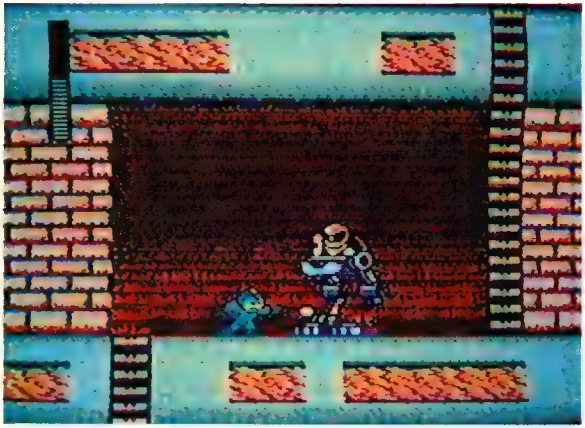
Look for the pattern as these blocks disappear. Just watch for awhile, and you'll discover the sequence.



The most effective weapon against ClashMan is the air shooter you obtained from AirMan.



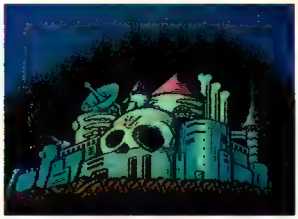
If you stand in this hole for protection, you can fight the walker from a distance.



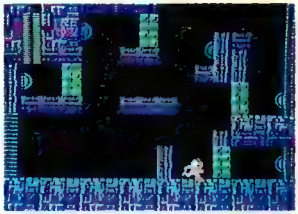
Wait until the walker raises his shield, then fire at his legs. That should bring him down easily.

In the last stage, you come up against MetalMan again, though this time he appears as a ghost. You can use his own metal blade against him this time. You'll have no trouble dispensing with him again, once and for all.

These energy beams are quite deadly. Your only hope of getting past them is the time stopper.



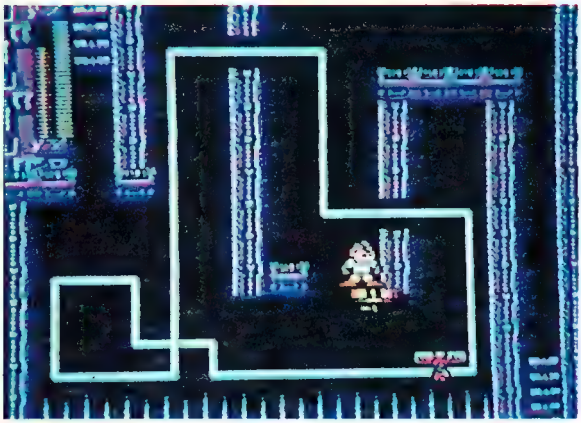
A view to chill the heart: the forbidding Skull Castle, lair of the evil Dr. Wily.



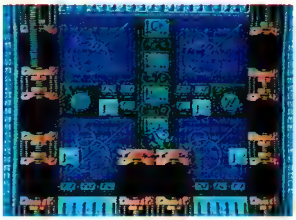
Use the crash bomber and item 1, the levitation platform, to make it through this room.

Once you defeat the Lightning Lord, you can hitch a ride on his cloud.

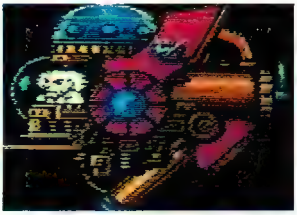
The robots are naturally tougher to defeat in the higher levels of difficulty. They won't just be faster, though. They also have new powers that make them much harder to kill. You may think you've finished with an enemy, only to have its dismembered parts come after you.



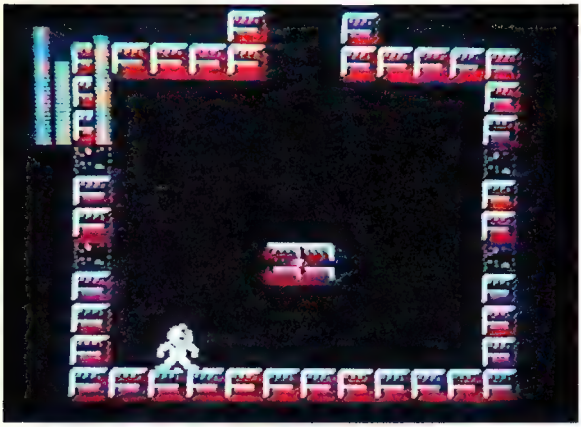
Learn the pattern of the tram. You should be able to get on the levitation platform and ride it to the stairs if you recognize the configuration.



Just when you thought you had it made, you get to fight all the previously defeated bosses *one more time*!



Ah! Dr. Wily, I presume. That machine of his looks tough, but a few shots to the cockpit might slow it down.



This room comes alive. Let's hope you managed to collect a big supply of energy tanks before you came in.

NINJA GAIDEN

The first level of Act 1 is a good place to practice your jumping, climbing, and slashing techniques. Enemies are not so numerous here.

THE GAME

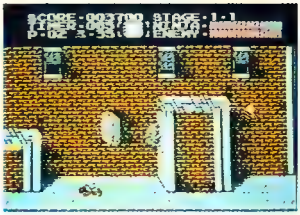
For centuries the Hayabasu clan has guarded the sacred Dragon Sword. Now the leader of the clan has been killed and his son, Ryu, inherits a letter in which his dead father tells him to take the dragon sword and go to America.

That's where your quest begins. Armed at first only with the great sword and your amazing ability to leap, you must guide Ninja Gaiden (*gai-den* in Japanese means foreign telegram or communication — a reference to the letter which motivates the quest) through level after level, against waves of attackers. Some enemies are commonplace (boxers, other ninjas, etc.) and some are quite exotic (wizards, bats, cougars, and a quintet of ferocious "boss" opponents).

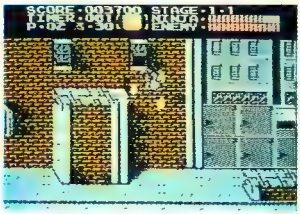
Ninja Gaiden is a game of nonstop action, requiring you to master a number of on-screen acrobatic moves and swordplay techniques, all of which must be used with split-second timing. Novice gamers may find some levels of this game initially frustrating. But veteran Nintendo players are likely to delight in the challenge. This is a tough, well designed game, bursting with action. In the crowded field of ninja games, this one truly stands out.

Tecmo

The key techniques in *Ninja Gaiden* all involve leaping, or a combination of leaping and climbing, usually with some combat thrown in for good measure. Unless you practice and master the wall-spring jump and the climbing-jump techniques, you may as well forget about making it to the advanced levels.



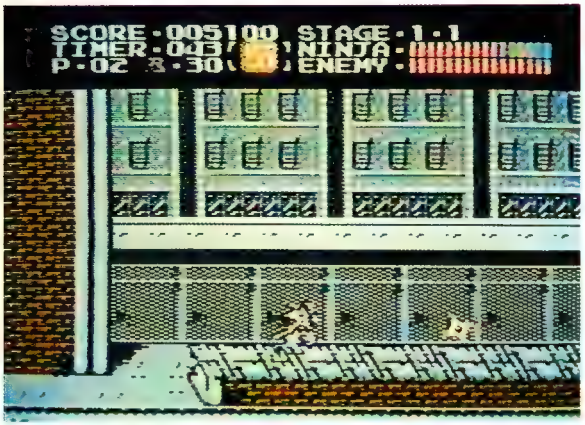
To climb between walls, press the A button, then rapidly alternate left and right on the control pad.



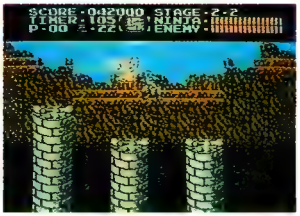
The Invincible Fire-Wheel is one of Ryu's most potent weapons. When you get one, immediately go after your enemies, because its power only lasts a few seconds.

The time-freeze bonus halts your enemies for five seconds. It's very useful for getting out of certain tight spots.

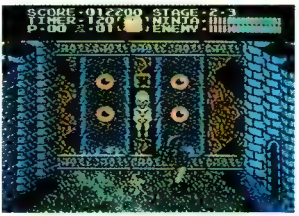
Another key to this game is being able to judge distances. On numerous screens, further progress depends on your being able to land on (or against) a lot of hard-to-reach places. Learn to judge precisely where your ninja will land under a variety of conditions, then develop a keen sense of timing. A fall can be just as deadly as an enemy's sword.



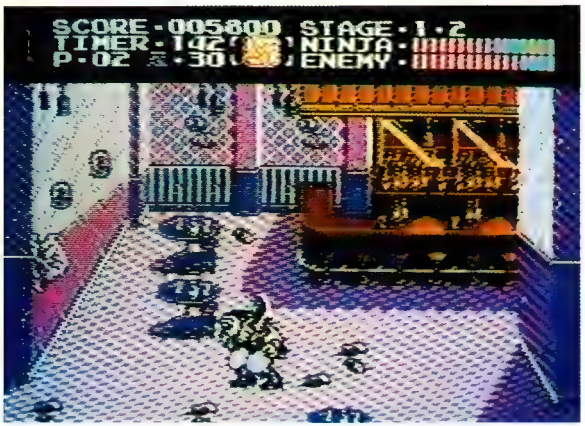
After being thrown at the enemy, the windmill stars return to Ryu's hand like boomerangs.



This is a tricky spot. You must grab the bonus in mid-air, as you jump, to gain an invincible fire-wheel. Without it, your difficulties will be extreme.

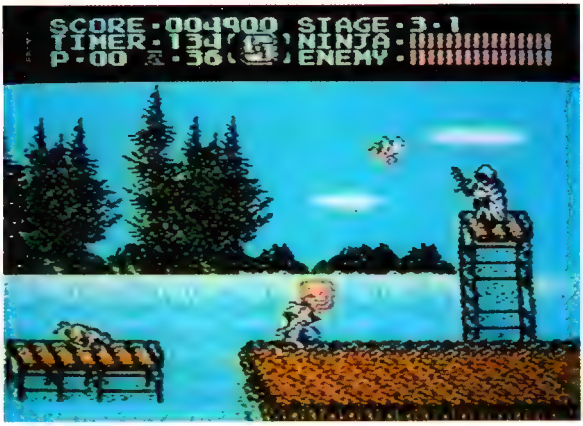


Bomberhead, the boss of Act 2, is most vulnerable when his chain and sickle are in mid-air. You can scoot up a wall for extra protection.



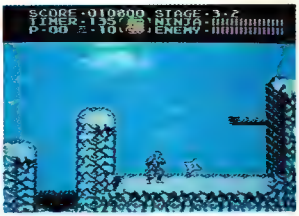
To defeat the barbarian boss in Jay's Bar, stab him, then climb up the wall and cling there, out of his reach. Do this several times.

Your ninja earns extra points and weapons by picking up bonus items along the way. Often, these items appear just as you're moving full speed ahead. You *need* almost all of those bonus objects, sooner or later. Don't let yourself get so caught up in the game that you don't stop to pick up something.



At Crystal Lake, you'll encounter two new foes: birds that attack from overhead and cougars that sneak up from behind.

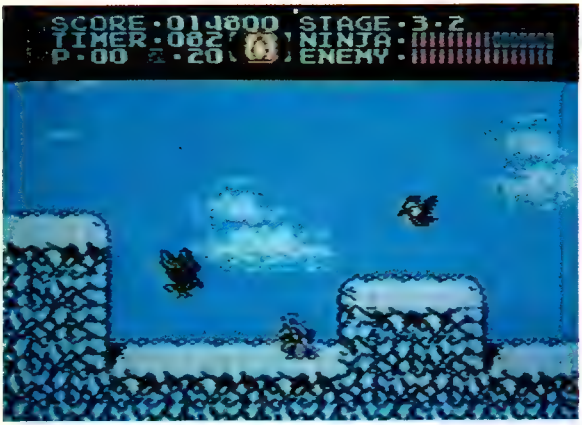
Speed is essential at Yomi's Cave if you want to escape the bazooka fire.



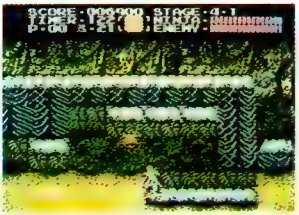
There's a bonus windmill throwing star on this screen. You'll need it badly in about five seconds.

As you jump across these small steps, you'll suddenly be attacked from the upper right by a hawk. Be ready for him.

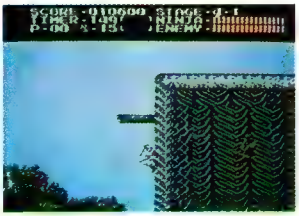
Many of the items you pick up on each level of the game are designed to help you destroy a specific opponent. Others help you regain strength. You won't know what a bonus is until you've actually collected it, and you may not need it right away. The most valuable bonuses, overall, are the fire-wheels, but one kind uses up spiritual strength and the other kind only lasts for a few devastating seconds.



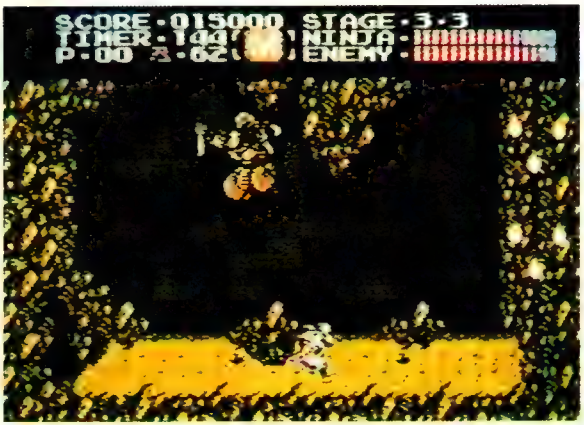
The best way to deal with hawks is to duck, then wheel around, kneel, and slash at them with your sword.



Destroy this spider at the start of Act 4, and win an extra life.

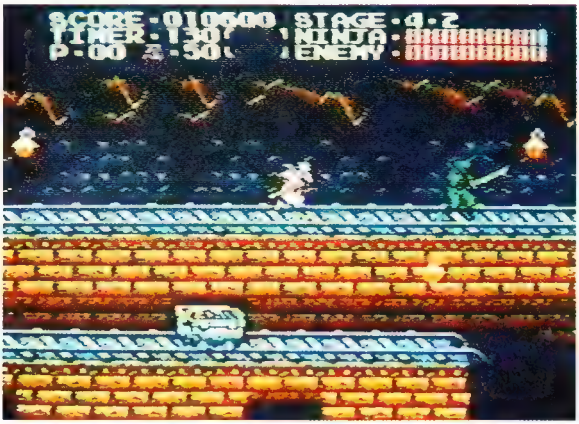


Just as you reach the tree limb at the top of this cliff, the hawk on the right of your screen will suddenly swoop around and attack you from behind.



Inside Yomi's Cave, you'll meet the boss of Act 3: Basaquer. You'll need full power and lots of energy to defeat him. You'll also have to limit your movements to the middle of the cave.

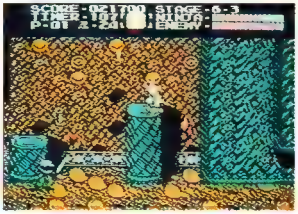
The windmill throwing star is one of your most effective weapons. It cuts through your enemies, then flies back into your hand like a boomerang. Also deadly is the jump-and-slash technique. You may use this tactic as often as you like, but never forget that it burns up energy very rapidly.



Use the time-freeze (just below the green clad enemy ninja) to help you get across the bridge inside the Baslisk mine field.

In the Hall of Demons, run toward the middle and wait for the creatures to land, then use either your sword or a fire-wheel.

The boss you encounter at the Place of Red Execution is not as tough as he looks. Run in close and hack at him as fast as you can — but don't touch him with your body!



In the Hall of Judgement, concentrate on gaining spiritual strength. You'll need at least 96 units of it in order to survive your final battle and win the game.

P.O.W.

Save the knife for your most dangerous opponents. Once you throw it, you can't pick it up again — even if you miss.

THE GAME

P O W is the latest Nintendo game that pits a single super warrior against hordes of foes. In this case, the enemies are members of GOON (Government of Offensive Network), whose plan is to wreck the world's economy. To stop GOON, a special agent has allowed himself to be captured and plans to fight his way through all the GOON leaders.

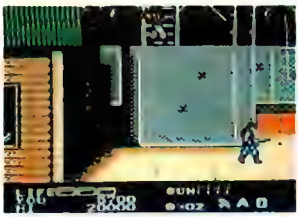
As that elite warrior, you begin fighting with your fists. Power-up items such as brass knuckles, armored vests, grenades, and machine guns are available outside huts and in parked vehicles. Once you've destroyed nearby enemy personnel, you can collect the supplies.

P O W is a straightforward chop-socky game with a military flavor. You need to know when to punch, kick, and jump, but you also need to know the most effective use of each weapon. For example, save the combat knife for the most dangerous man in an area because once you've thrown it, it's gone. Likewise, machine guns and grenades should be used on boss-enemies and their heavier units (such as the helicopter at the end of level one).

The four levels get harder as you progress. In level one, you escape from the POW camp. In level two, you'll face motorcycle soldiers and frogmen. In the final two levels, you've got extra-tough terrain and extra-tough enemies.

SNK

In the first stage when two knife-carrying foes attack near the water tower, take out the one on the left first. He's easier to kill.

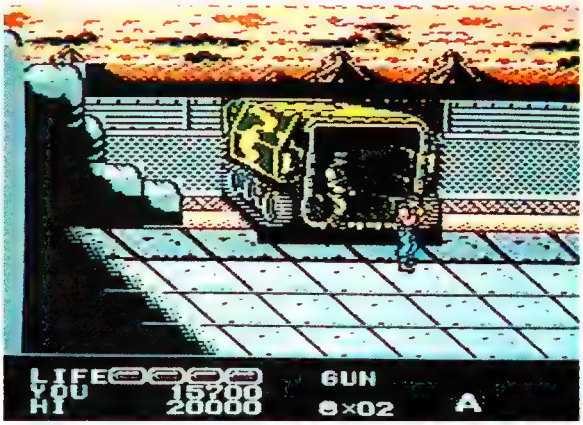


The soldier on top of the fence throws a shower of grenades. Don't try to fight him, just run past him as fast as you can.

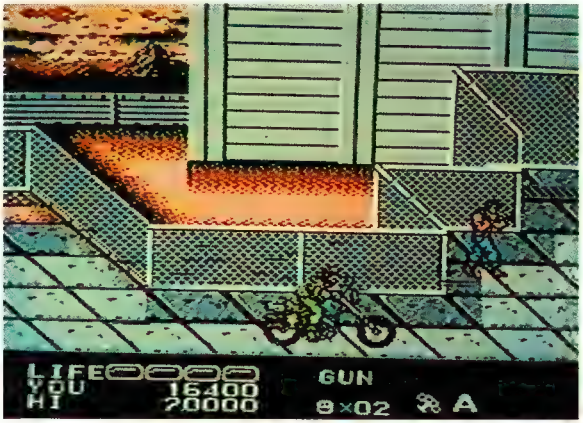
Don't panic when the helicopter appears at the end of stage one. If you don't have a weapon, just wait for the men inside to drop some of their grenades.

At the end of the first stage, you'll have to fight a powerful attack helicopter (maybe with nothing but your bare hands). Enemy soldiers will drop out of the aircraft while it's hovering. Some will be carrying grenades. Hit them as they land, and they will drop the grenades. Then you can pick them up and throw them back at the helicopter.

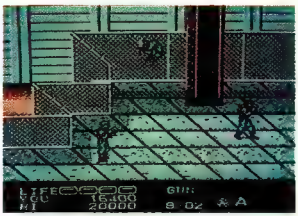
At the end of the second level, you'll encounter a very powerful and hard-to-kill opponent. He will either fire a spray of bullets from his shotgun or drop a grenade. You must strike him quickly (before he gets into his pattern), then keep hitting him as often and as rapidly as you can.



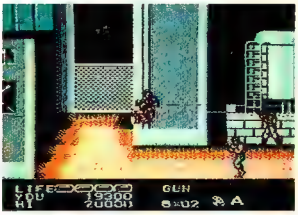
At the start of level two, you will find an armored vest inside the first personnel carrier you pass.



Fighting motorcyclists is usually a losing proposition. It's smarter to just get out of their way.

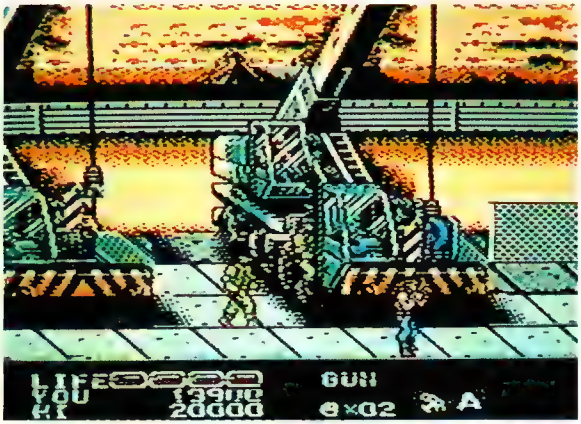


If you scroll slowly to the right, you can often coax the enemy into appearing one or two at a time instead of in a group.



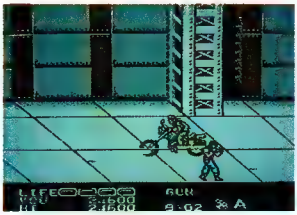
Watch out for the man on the right. He will throw a grenade. Move to the left before he can throw it.

It's possible to shoot more than one foe at a time, but only if you line them up carefully. If your on-screen character is not directly in line with his targets, your bullets will pass in front of or behind those targets.

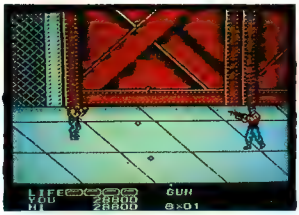


There are lots of enemy troops milling near this heavy equipment. Just walk on by. If you stop to fight them, this will turn into a very long and tedious scene.

These frogmen in level two are tricky. You'll have to fight in both directions, since they pop suddenly out of the water.

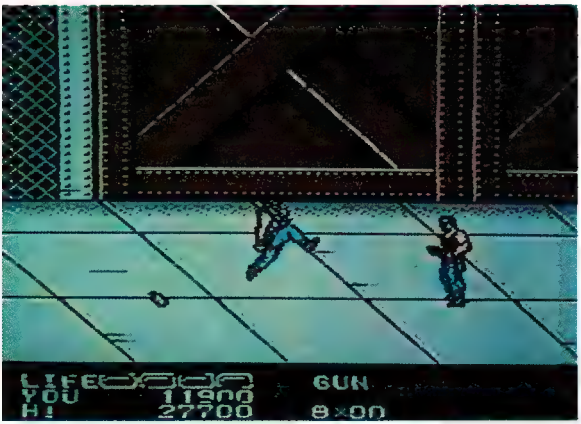


Just beyond the frogmen, you'll pass through an industrial zone. Stay at the bottom of the screen for easiest passage.

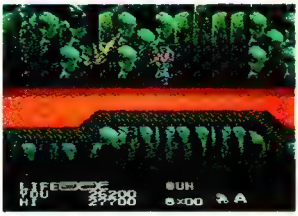


The boss on level two wields a shotgun. Get in close, *fast*, and hit him with everything you've got.

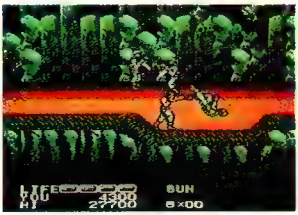
When attacked by soldiers on motorcycles, try to avoid them rather than fight them. It's hard to knock them off, and, even if you do, their motorcycles will explode a split second later — probably taking you with them.



You can beat the level two boss if you use your jump-kick between his shots.



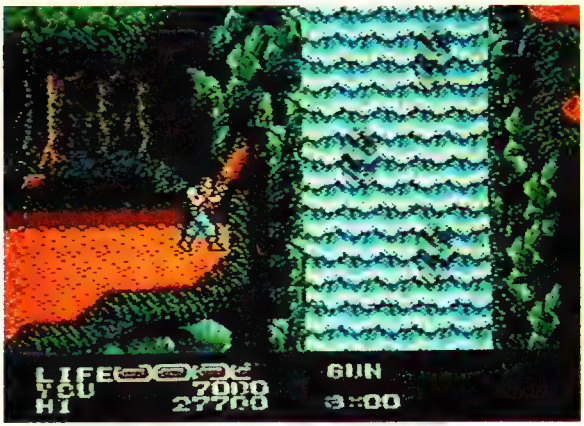
This jumping attacker is a nuisance. Nail him with your jump-kick.



When these three men gang up on you, position yourself at the bottom of the path so they can't box you in.

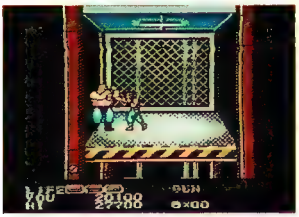
When these three men come at you with knives at the start of level three, put your back to the wall so they can't get behind you.

Once you knock down an enemy soldier, move in swiftly and kick him for good measure. This keeps him from getting up again, and it usually knocks him off the screen altogether. Then you can be assured he won't come back.

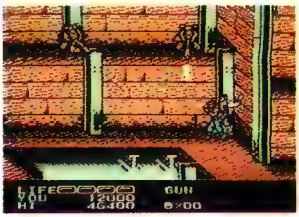


At the base of this waterfall, you will again be attacked by frogmen. This time they'll be joined by Green Berets.

Stand directly under the bomb-thrower. Then wait until he hurls his grenades to the left, and run to the right.

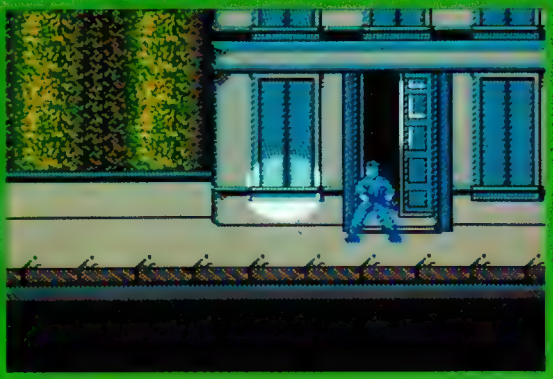


The boss of level three is not nearly as tough as he looks. Just punch him a few times, and you'll clear that stage.



This flamethrower ambush on level four is very hard to get through. Try to bob-and-weave your way through as quickly as possible. And be prepared to lose at least one life.

RESCUE: THE EMBASSY MISSION



If the searchlights find your man, he's done for.

THE GAME

For 11 tense days the standoff has continued. Terrorists have taken over the embassy and are holding an ambassador and two diplomats hostage. You and your elite anti-terrorist squad have been standing by, studying the layout, planning your tactics ... and waiting.

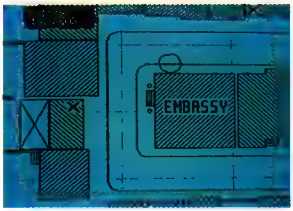
Rescue: The Embassy Mission simulates a commando raid with white-knuckled realism. First, you must position three snipers on the outside of the embassy. It won't be easy because the terrorists keep sweeping the area with searchlights. Anything that moves gets sprayed with machine gun fire. Using your control pad, you must make your men run, duck, somersault, and jump into position.

Once in place, the snipers can take out any terrorist whose shadow appears at the windows. The snipers also serve as your eyes outside the building. You can switch from one man's viewpoint to another's and follow the terrorists' movements.

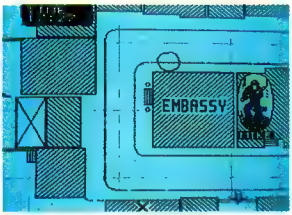
Phase two of the operation begins when your three-man rescue team is dropped by helicopter onto the embassy roof. Using ropes, the team must rappel down the sides, break through the windows, and then conduct a search for the gunmen and their captives.

The game ends when all the hostages are freed and all the terrorists are eliminated — or when every member of your assault team has bitten the dust. There are five missions in all, each with a shorter, more difficult, time limit than the one before.

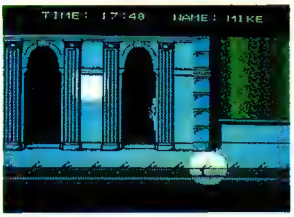
Seika



Position your snipers at the locations marked with a red X.



Press the Start button to see how much progress your sniper has made, as well as how far he still has to go.

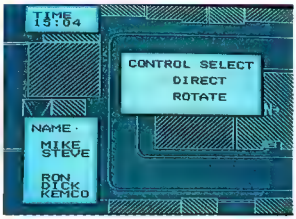


Duck into doorways or leap over walls if the lights get too close.

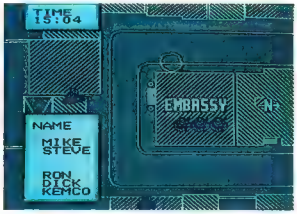
Nearly everything in *Rescue* is harder and trickier than it first appears to be. Unless you take perverse pleasure in getting wiped out, master the training mission before proceeding to a real mission. In the training scenario, you have 18 minutes in which to complete the mission, and no hostages to worry about.

The only way to get your men inside the embassy is by rappelling down the walls and crashing feet-first through the windows. Rappelling can be difficult, especially if you try to go too fast — you may end up splattered on the sidewalk. Use the down arm of the control pad to descend, the up arm to stop, and the A button to kick in the window. Short, controlled descents offer the best chance for success.

Have your snipers scan each window for terrorist shadows.



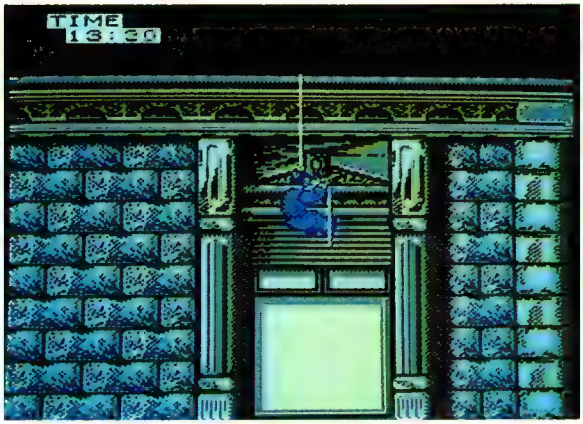
After your men are in place, select the method of control you prefer. Direct is the default setting.



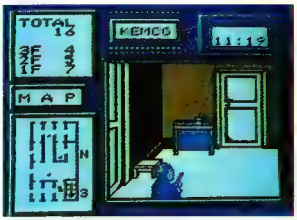
Use the red cursor to select which man you'll control next.

Once your snipers are in place, it's time to drop the assault team onto the roof.

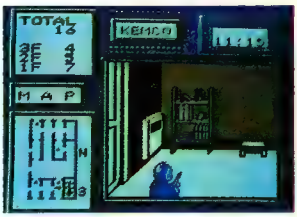
If you're stuck in the middle of things, press either the Start or the Select button. The computer may — or may not — provide you with a hint, which will appear inside a text window. When you've finished reading the hint, press the A button to return to the command screen.



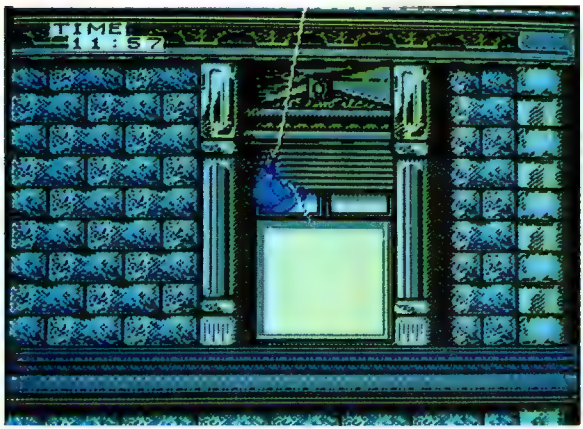
Rappel down the side of the building, using short, controlled descents.



Once inside, consult the map. Green dots show terrorist locations, blue dots show hostages.

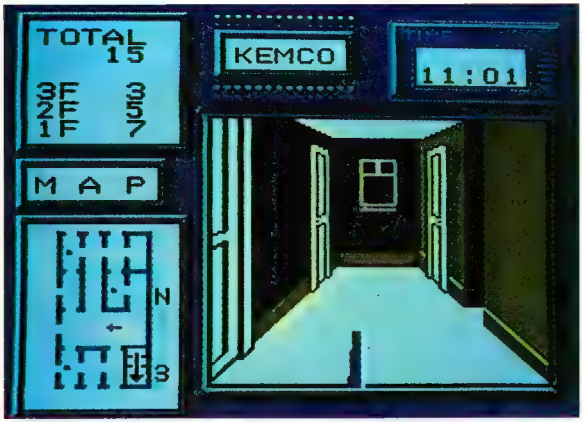


The relative locations of your men and the enemy will change rapidly and constantly. Be alert.

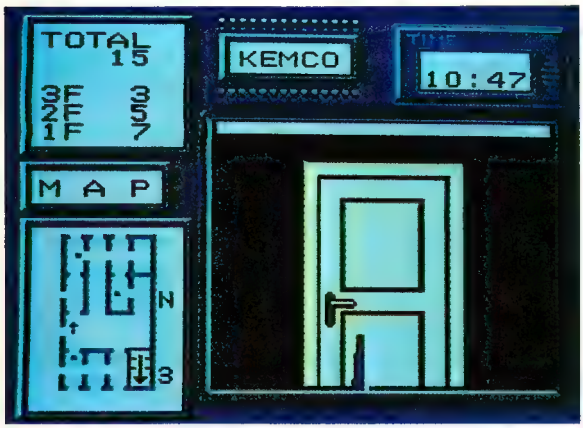


Make sure your man's feet are centered over the glass before he attempts to break the window.

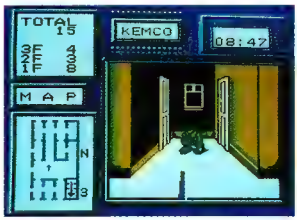
Before you send your rescue team into the embassy, use your previously positioned snipers to take out as many terrorists as possible. If you don't, the odds will be very much against you. When maneuvering your team inside the embassy, try to keep them — as much as possible — on the sides of the building that are covered by your outside snipers.



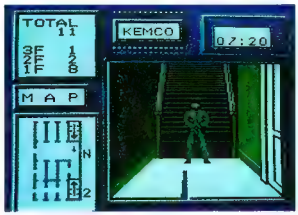
When you move into hallways, the perspective changes to a behind-the-gun view.



Be very careful going through closed doors!

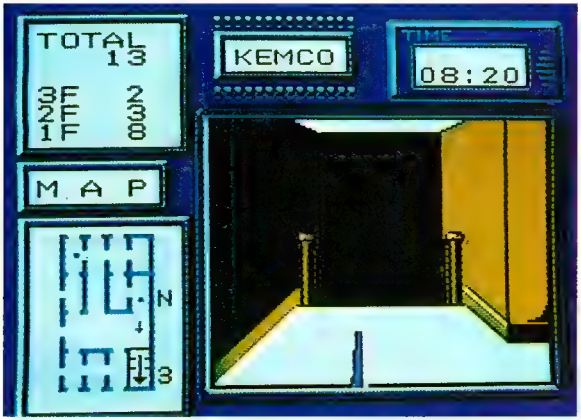


When you do spot a terrorist, push the A button — the gun will fire automatically.

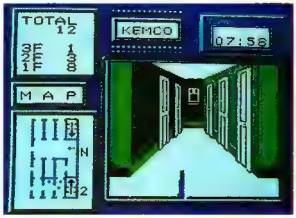


In the Direct mode, you press the control pad in the direction you want to turn, then press it again to move in that same direction.

Coordination is the key to victory, as it is in similar real-life situations. If you merely react to events, or shove your men around one at a time hoping for good luck, you won't get the job done. You must develop a coherent tactical plan, then orchestrate each man's movements to further that plan.

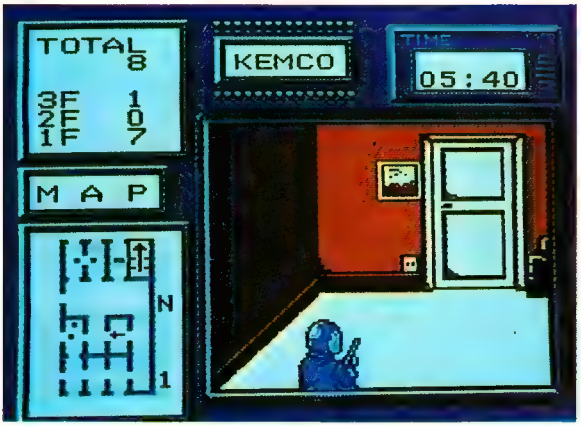


Be especially cautious moving up or down stairs.



Each floor of the embassy is painted a different color. When the action gets hot, this may help your orientation.

If you succeed in your mission, you'll be promoted — and then given an even harder mission!



The Total box in the upper left shows how many terrorists remain on each floor.

ROBOWARRIOR

In level 1-1 the chalice is found just beyond the Well of Hope. Not all the levels have chalices, but if they do and you don't find them, the level will go on forever.

If you don't find the chalice, whatever level you're on can go on forever. If the level has a Well of Hope, it's tempting to keep trying to double your inventory by breaking through each time you pass it. However, the well only gives extra powers on the first try. The second time you might get a few extra bombs, but if you try to bathe a third time and you'll lose all your bombs.

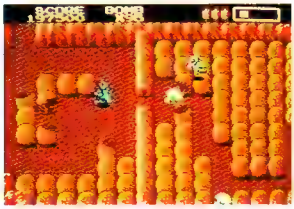
THE STORY

Xantho Lords, aliens from another dimension, have attacked the peaceful Earth colony Altile and have forced the Altilites underground. A Z-Type Earth Defense cyborg (ZED) is sent to help her sister planet fight the Xanthos and their ruler, Xur.

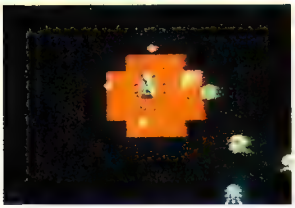
The Altilites managed to hide power capsules across the surface of their planet before fleeing underground to help ZED. ZED uses bombs to uncover the capsules and lasers to destroy the enemies that try to block his progress.

RoboWarrior combines both strategy and action. ZED must travel through mazes, collect the capsules he needs to survive, and still fight off Xantho enemies.

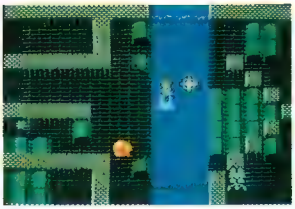
Jaleco



When a wall blocks your progress, set off three or four bombs to break through. But you can't go through just anywhere. With most walls, try setting bombs four spaces down from the top.

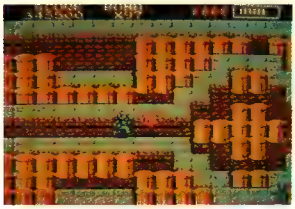


Level 2-1 is a good place to stockpile your inventory because there aren't any deadly enemies (even in the tunnels). There are amoebas, however, that turn into wanes, so destroy them when you see them.

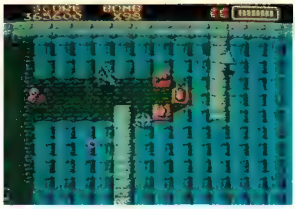


Level 2-2 is totally dark, so make sure you have a lantern (found in the Room of Idols in level 2-1) or a good stockpile of candles. You also need a life raft, but there are several hidden near the water.

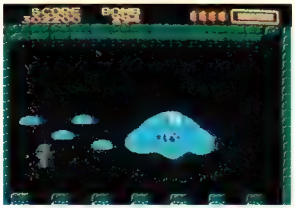
Don't waste your medals in the shops buying items that can be found with bombs. It's best to get lanterns and megaton bombs. And don't try to stockpile. Remember that when you die you loose half your items.



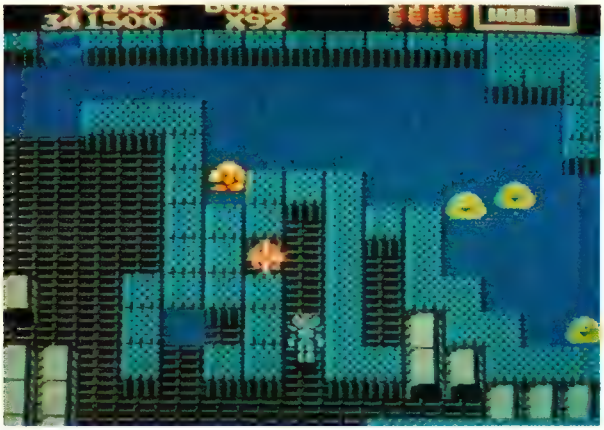
Level 3-1 is a snap to get through. Just charge straight down the middle, and you'll find tunnels, the chalice, and the key. But watch the top of the screen for the door to the Room of Idols.



Keep in mind that bombs are easier to come by than missiles. A missile can drive a path through levels like 3-2, but bombs can uncover extra capsules. For more bombs, keep shooting the enemies that fly overhead.



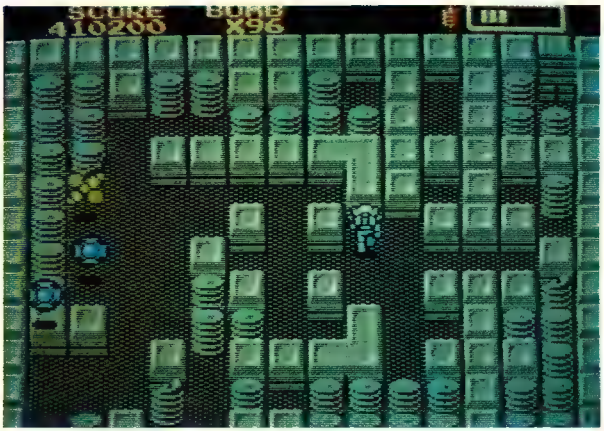
The first Xantho Lord you'll encounter is Globula in level 3-3. He's fairly slow moving, but spits deadly amoebas at you. Three direct hits will kill him. When the screen flashes, you'll know you've scored a hit.



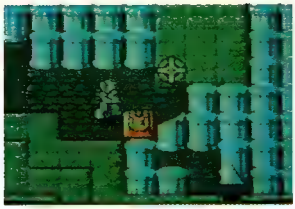
Part of the pool in level 4-2 is a Well of Hope, but part is also deep enough to drown ZED. Move him quickly, or use a life raft to protect him. There's also a megaton bomb hidden in the block behind the pool.

The white columns of level 4-3 are all on one screen. Therefore, you have to start looking for the key right away. It's a lot closer to the start than to the exit. But don't waste a megaton bomb trying to find it.

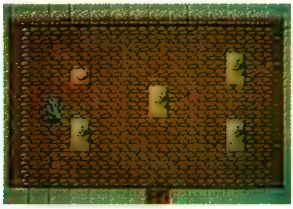
Level 4-2 is totally dark. If you get caught without lantern or candle, walk straight up to the top of the area, and then move over to just below where the number of bombs is given on the top of your screen. Plant a bomb right there to open the Room of Idols. There are two statues inside. Go to the right to find a candle, then to the left to pick up a megaton bomb.



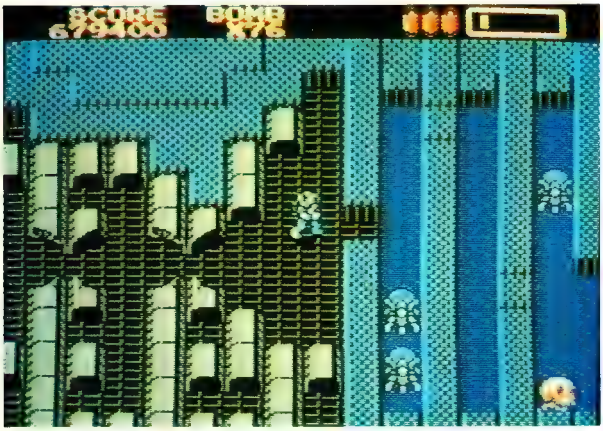
Keep a close eye on your inventory sub-screen to make sure you don't run out of supplies — especially energy tanks. If you die, you loose half your supplies and all of your range, so don't take too many risks.



If you're running low on energy on the long level 5-1, look for a large square block in the middle of the screen. There are three energy capsules found diagonally from the lower left corner.



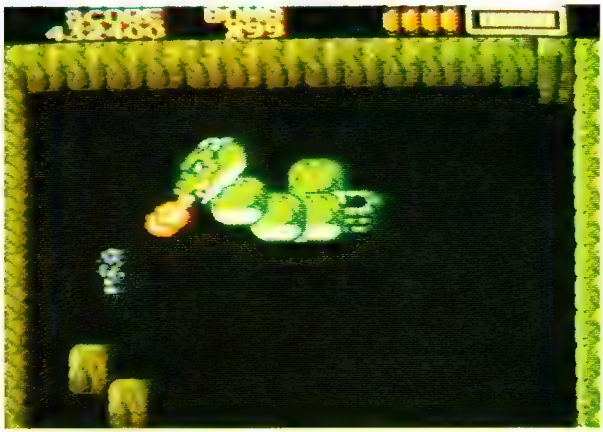
You can uncover some very valuable capsules in The Rooms of Idols found on most levels. You have to bomb the statues in the right order to find anything, though. In level 5-2, bomb the far left first.



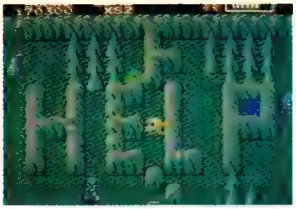
There are narrow channels of water before the exit in level 6-1. Look for life rafts since you'll have to stay afloat while you bomb the doors open. The key is found at the bottom of one of the channels.

You'll meet Viripides, Lord of the Dragons, in level 5-3. Set bombs in anticipation of where his head and heart will move to next. If you're low on energy after scoring two hits, use a megaton bomb to finish him off.

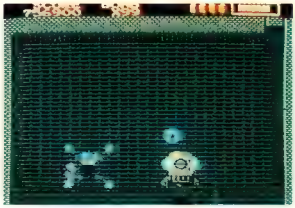
By late in level 5 (Intellicon), you *should* have a strong enough inventory so that you don't have to worry about candles or energy packs. But, like it or not, if you're working with just one or two of each, it will be faster to start over than try and make it through the rest of the game. You should be able to use a new energy pack each time you get down to your last two tanks, since there are several ways to lose two tanks at once.



Level 6-2 is a good place to use missiles to blast a straight path quickly. The chalice is behind a block in the center row. You should replenish your capsules in this levels tunnels, too.



Make sure you have a lantern before going to level 6-3, since it's totally dark. If you do get caught, there's a candle in the first tree directly in front of you when the level begins. Do you see the Well of Hope?

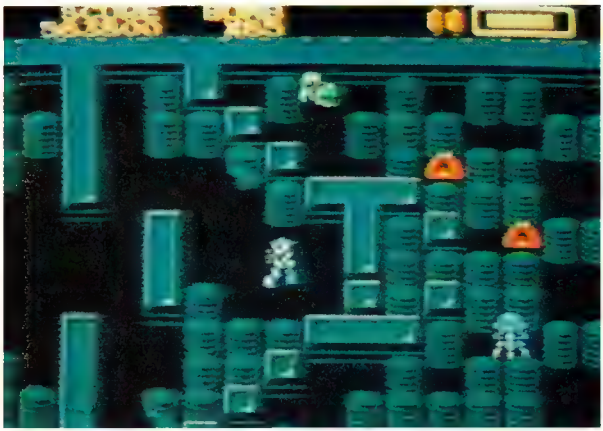


No sooner do you make it through the difficult level 6-3 than you have to meet Aquarian. Like all the Lords, he takes three shots to defeat. Put on speed boots, and use crossfire to kill the fish he spits at you.

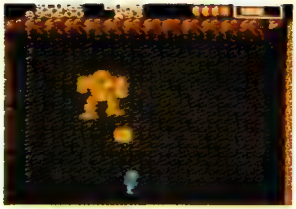
To defeat Lian, the Lord of Air, time your bombs carefully. If you set a bomb when he's on the screen, he'll have darted up before it goes off. So set them when he's off the screen in the place you think he'll land.

The 7-4 tunnels are dark — only the enemies show all the time, though candles will show the capsules. You can only tell if your candle is working by looking for a narrow band of blue on the top of the screen.

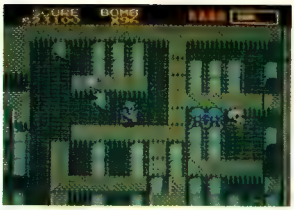
Pay special attention to the two large pools in level 7-2. The chalice is hidden above the first pool, and the upper right section of the second pool hides a Well of Hope. You'll need lots of bombs in this level as well, and speed boots for the tight turns. Look for the key hidden in rock on the far left of the final screen.



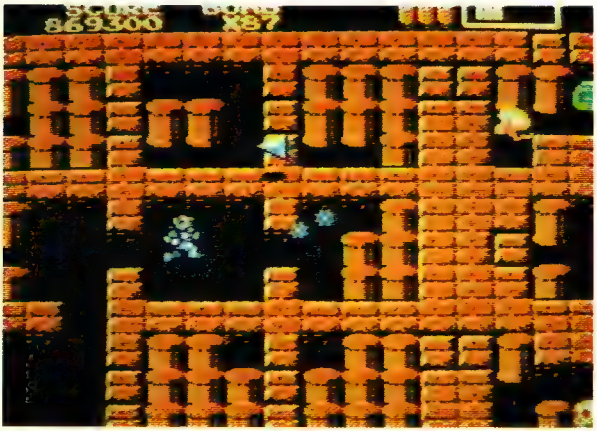
You're right if you think one of these pools in 8-1 holds a Well of Hope. It's the one on the bottom. But don't go in without a life raft, or you'll drown instead of doubling your supplies.



After Gholem, all that's left to do is to defeat Xur, returning Altile to peace. He's fast, though, and will shower you with rocks. Don't let your energy fall below two tanks, but remember the final battle is ahead.



Just as in level 6-3, 8-2 is dark, but there is a candle straight ahead from where you are in the beginning. You should leave all the Outer City and Regency levels with 99 bombs, the maximum you can have.

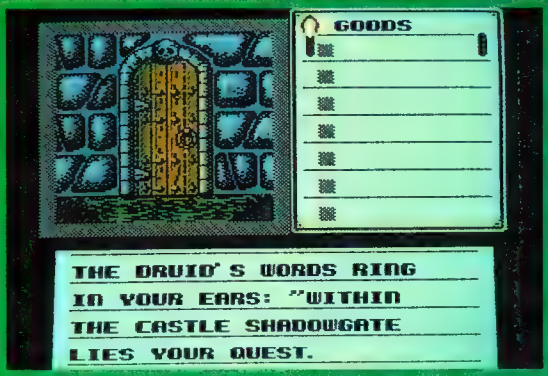


You've almost reached your goal, so be extra careful in 8-3. You'll need a lot of bombs to blast through the solid blocks, and speed boots to make tight turns fast so you won't blow yourself up.

Xur is actually not any harder to defeat than his fellow Xantho Lords. Just use all the same tactics you used with the others, and you shouldn't have any difficulty finishing the game with success.

Keep this in mind: *Clocks* stop time to help you kill or escape an enemy. *Missiles* can destroy anything along a straight path except blocks and Xantho Lords. The *Flash* will destroy all the enemies on the screen and can help you escape or collect extra bombs. *Crossfire* is most effective in open spaces. *Life Vests* are only good for 20 seconds. The *Lantern* and *Megaton bombs* are especially valuable, but can only be found in the Rooms of Idols.

SHADOWGATE



Perhaps the door is not the only thing you need to open before venturing inside the castle.

THE GAME

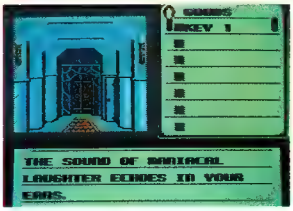
Shadowgate ... a pile of crumbling stone that was once the citadel of a proud kingdom ruled by your family. But the castle has seen better days. And you are the last of a formerly great line of kings.

But you no longer dwell in Shadowgate. Instead, the castle houses the dreaded Warlock Lord who has laid waste to the land your family loved. Now he plans to raise Behemoth, the ultimate creature of evil, from the bowels of the earth. An old druid priest tells you that you're the only one who can penetrate Shadowgate's secrets.

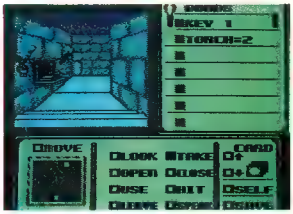
You're armed with only your wits and a sword. You'll need both, too, for there are not only flesh-and-blood enemies inside, but also secret passageways, hidden traps, and collapsing floors. As you explore Shadowgate, you learn that almost every object except the stones themselves can be examined or manipulated into contributing something to your quest.

You can open and examine everything from skulls to strangers' pockets. You also acquire some magic spells. (If only you were adept at casting the magic!) *Shadowgate*, like the personal computer hit it is derived from, has a Save feature. You'd better use it every time you prepare to investigate a new and hazardous-looking area.

Seika



The entrance hall is not the most hospitable place you've ever visited.

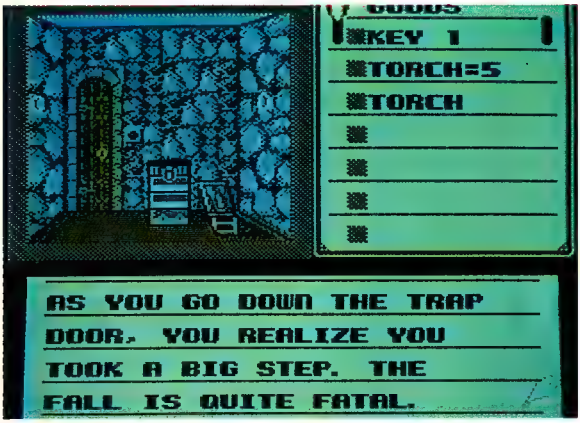


Be sure to pick up every torch you find. It's very dangerous to wander in the dark.

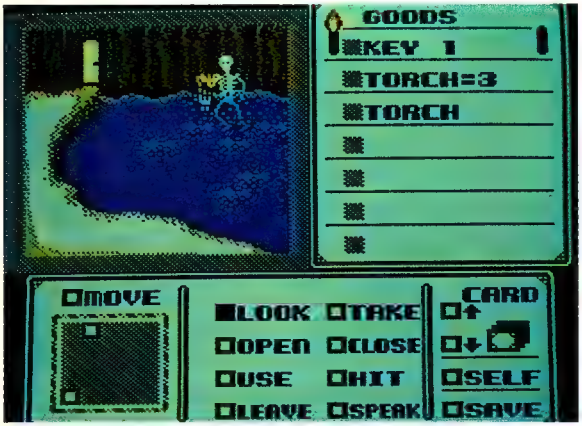
One false step, and you'll meet this castle dweller.

Objects that can be Used or otherwise manipulated flicker on-screen just a split second after you enter a new area. If you keep a sharp eye out for them, you'll have a rough idea of what to pay close attention to.

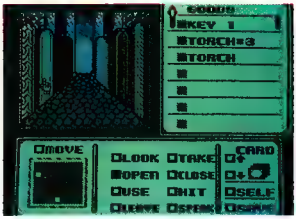
You need to keep a torch lit most of the time. Dark castles are dangerous places. But torches are also useful for setting fires. If you're stumped, you can always try burning something — you might be surprised at the results.



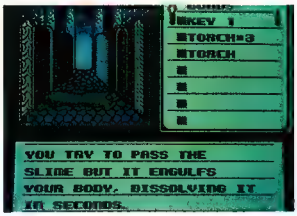
When you open a trap door, check it out before trying to descend. The ladder may end, or even break, rather abruptly.



Examine this skeleton closely. He may have something you need — but only if you can figure out a way to get past the shark.



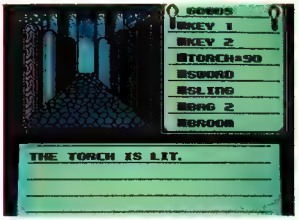
A hallway lined with coffins isn't recommended by interior decorators. Even though you may not like opening them, you need to.



Of course, you might want to skip the middle one on the left....

You'll get farther in *Shadowgate* (and have more fun) if you use your imagination. You've got nothing to lose, so try any spell or combination of commands to wring the last drop of information from a given screen.

Try to figure out a way to get some weapons before fleeing from the dragon's fiery breath.



It's easy to tell when your torch is about to go out—the music suddenly becomes more urgent.

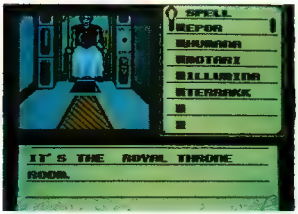
You can cross both bridges, but you need magical help on one of them.

You'll encounter this troll twice. A spear will stop him the first time, but you need a spell the second time around, or he'll stab you with your own weapon.

Some objects are repeatedly useful, others useful only once. You won't, alas, know which is which until you complete your quest, so whenever you use an object, take the trouble to retrieve it. Otherwise, you might have to make a long, dangerous detour back for it later.

Could it be that one of these torches is not for burning?

All three mirrors can be broken, but the middle one offers you the best chance of survival.

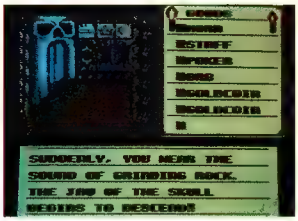


The dead king urgently needs his scepter.

The steps beside the waterfall are blocked by a rock slide. Maybe you should look elsewhere.

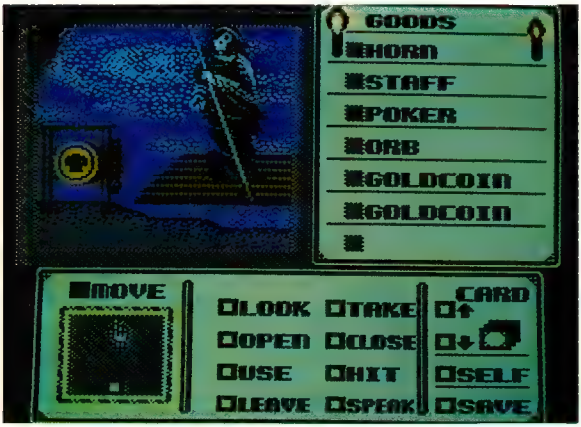
There are certain areas that you just *won't* be able to get through alive. When you come to the dragon, for example, don't even try to get past him. Just figure out a way to snatch as many valuable items from his lair as you can, then run away.

How should you get past these guards? Perhaps a spell to affect their sight.



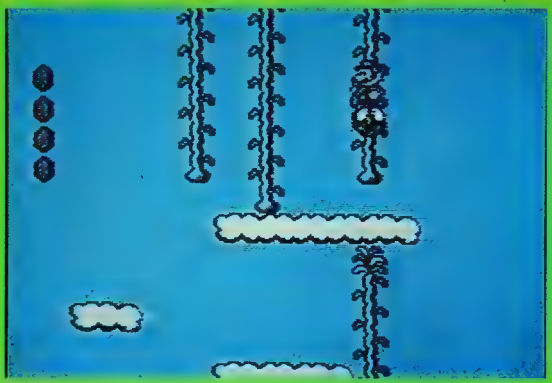
After placing a talisman behind the sword in the wall, blow your platinum horn.

In order to defeat Behemoth, you have to assemble a super-weapon from several different items.



Strike the gong to summon the ferryman, but don't forget to pay him for his trouble with a gold coin.

SUPER MARIO BROS. 2



The Hoopster goes up and down vines. If you can jump onto its head without losing a life, you'll get a free ride up into the clouds.

THE GAME

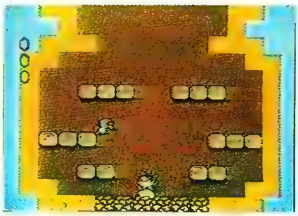
One of the biggest and best Nintendo games is *Super Mario Bros. 2*, the wacky adventures of Mario, Luigi, Toad, and Princess Toadstool. With the dreamland of Subcon being held captive by the evil Wart, Mario and his pals have to work their way past Wart's army of strange and terrible allies to save the land.

You'll be up against Trouters, Triclydes, Shyguys, Birdos, Pidgits, Fryguys, and a gaggle of other assorted meanies before you get to face Wart and try to end his evil rule. There are seven different worlds to conquer in this popular sequel to the original *Super Mario Bros.* Some worlds require the special talents of Mario. On other levels, you may need to be the Princess or Toad or Luigi.

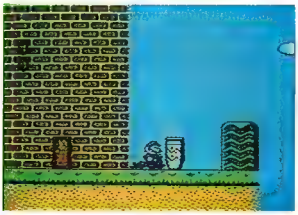
Subcon is such a big, complex group of worlds that many players get stuck somewhere because they can't find the right items or figure out which way to go. The hints and tips on the following pages give you some of the main clues to finishing the game.

Nintendo of America

In one part of World 1-3 you'll find yourself in a tall room with many different levels. When you enter, you can't see the top or the bottom. Work your way up first. At the top you'll find a room with a key in it. Pick up the key and take it down with you to the bottom, where there's a locked door. But stay to the right of the screen on your trip down. The left and middle of the screen are filled with sharp spikes at the bottom.



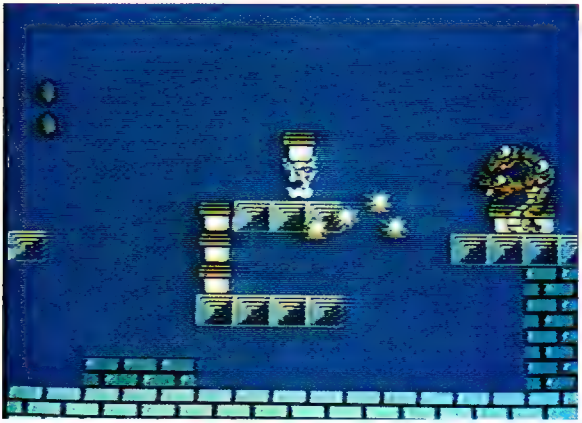
Earn an extra life when you go down the first vase in World 1-2. Pull up the grass at the bottom of the vase and you'll find a one-up mushroom.



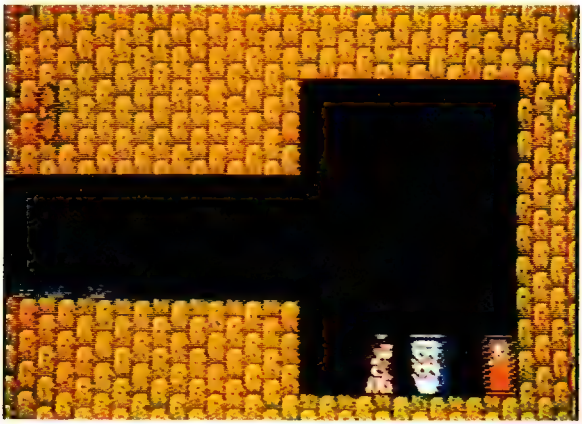
Warp past World 1-3 to 4-1 by taking a magic potion just beyond the last door. (There's a vase in sight.) Throw the potion near the vase. Then, go down the vase and you'll be in World 4-1.

Mouser, your final enemy in World 1, tosses bombs. Watch for a break between explosions, catch the bombs, and then toss them back onto his ledge.

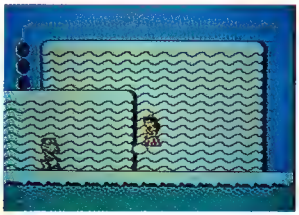
Learn how to adjust to different areas, such as the conveyor belts and, in World 4-2, the ice. The different conveyor belts all move at varying speeds. Be careful when you first land on one, especially if you're jumping from one conveyor belt to another. When you land on the ice near Birdo, you'll slide into him unless you make just the right moves.



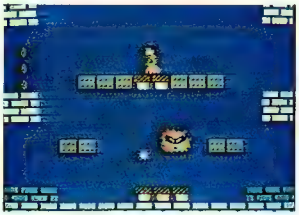
Mario meets a tough enemy at the end of World 2-3. The three-headed Triclyde is best beaten by stacking mushrooms to block its fireballs. You must hit the Triclyde with mushrooms three times.



In 3-1, don't climb the clouds. Instead, fall down the center of the wide waterfall and enter the door there. Find the potion and throw it near the vase. Go into subspace, down the vase, and into World 5-1.



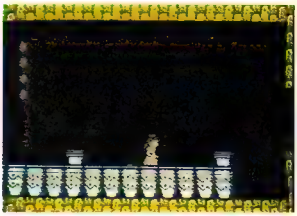
You should be a pro at landing on Birdo's eggs by the time you arrive in World 4-3. Use the eggs to get a free trip across the water.



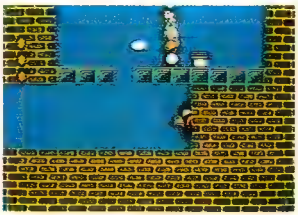
Fry Guy's shots wrap around the screen. Hit him enough times and he'll split into a bunch of small Fry Guys. They are faster and harder to hit with mushroom blocks.

When you pick up keys, there's usually a Phanto lurking nearby. Don't try to defeat them. The only reason the Phantos chase you is because you have the key. They leave whenever you drop the key, so keep throwing it down when a Phanto is in sight.

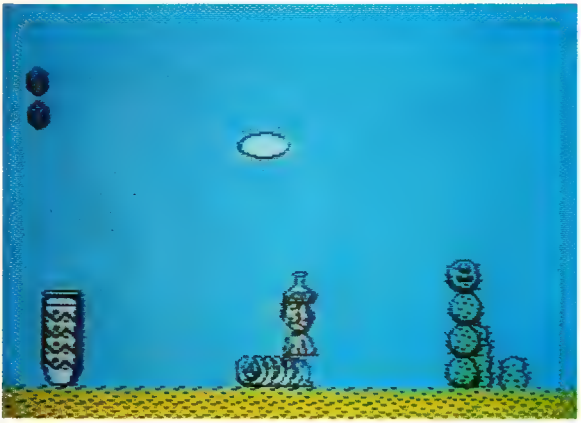
You can't catch the rocks that Clawgrip throws. Wait until they land, then pick them up and throw them back. This is a very tricky spot.



On this screen there are only two vases that have entrances. One leads to an extra life, while the other jar (on which the Princess is standing) leads to the key to the locked door.

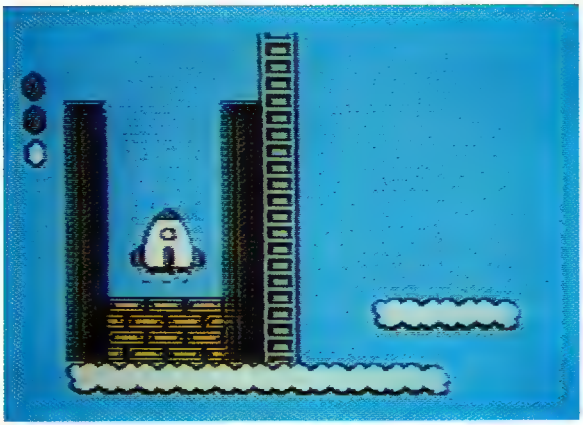


Stand on Birdo's head to avoid his shots at the end of World 6-3. Birdo shoots three times, then pauses. When he does, make your move.

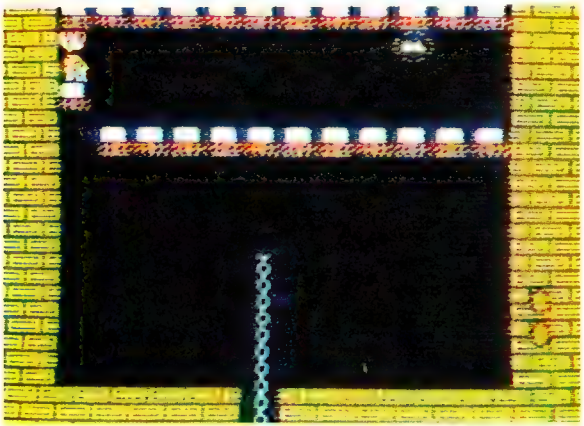


It's best to be the Princess in World 6-1. Get the potion in the jar on the left, and throw it on the bones to enter subspace.

At certain points in the game, it's better to be one particular character. In World 5-1, for example, you're better off being the Princess. In World 5-3, your tasks will be easier if you're Mario. But then again, there's a warp you can't reach unless you're Luigi.

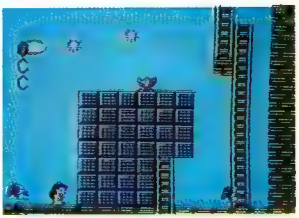


Sometimes you'll find something quite different from vegetables when you pull up grass. This clump of grass yields a rocket ship to blast you up to the next level, World 7-1.



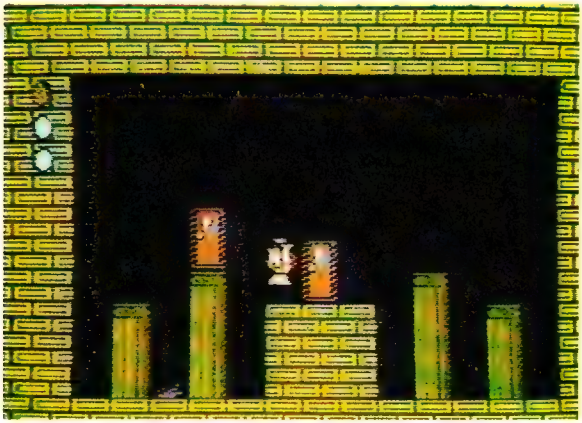
When you come to a floor made of mushroom blocks, pick one of the blocks up to fall to the lower levels. Then as you go, throw mushrooms at the Sparks below.

When you enter subspace, pick up all the grass. The coins you pull up will become chances to win extra lives in the bonus round.

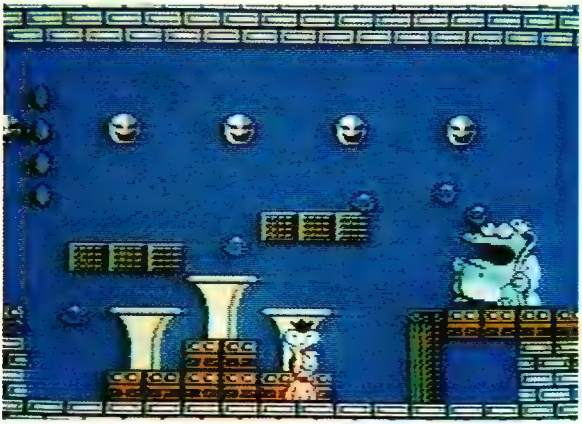


If you're the Princess in World 7-2, avoid the ladder. Instead, fly off the ledge and land to avoid most of your enemies.

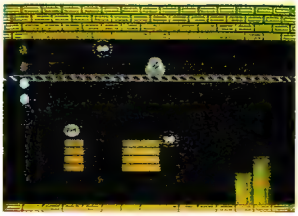
The Birdo guarding the door in World 5-2 shoots fireballs instead of eggs. Defeat him by using stacked mushroom blocks as a barrier. Then pick up one of the blocks and hit him with it, over and over. It takes time (and good timing, too), but stick with it.



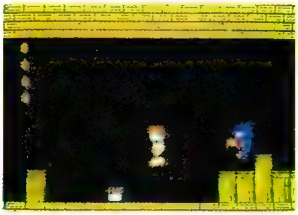
The best place to enter subspace in World 7-2 is the column on the left. Toss your potion there.



You kill Wart by giving him terminal indigestion. Grab the vegetables that pop up from the funnels and toss them in his mouth.



When you get on the conveyor belt in World 7-2, be sure to keep your head down. Otherwise, the passing Sparks will get you.



There's a nasty surprise at the end of world 7-2. The bird door exit tries to attack you! Move the blocks around so that you can throw them at the bird.

WIZARDS & WARRIORS

You can locate the Dagger of Throwing in the treetops in the area guarded by the red knight. The knife is concealed in this chest.

THE GAME

Who said chivalry is dead? In *Wizards & Warriors*, you control Sir Kuros of Elrond in his valiant effort to rescue not only the hostage princess, but also five other damsels in distress. Wielding the legendary Brightsword, battle the agents of the evil wizard Malkil on your journey to Castle IronSpire.

Search the forests and caves around the castle, jumping at random to uncover secret rooms and gemstones. Remember that you can't carry gems from one level to another. So if it takes 200 gems to exit the third cave (which, indeed, it does), there's no point in collecting more than 200.

Among your knightly feats will be travelling on the bubbles that rise from the floor of the lava cave. You must win the Ax of Igor in the Lava Cave. With longer length, you can fight from a safer distance than Brightsword. And if you find the Feather of Fall, your descents will be slow and controlled if you're knocked off a ledge. You can also usually determined *where* you'll land with the feather.

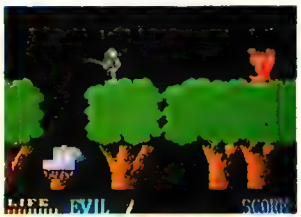
It's up to thee, game player, and thine game-playing abilities to save the fair princess and to establish a new reign of peace in Elrond.

Acclaim

When scaling the castle wall, use the Feather of Fall and the Potion of Levitation. When you get knocked off of a peg, use your feather to direct your motion in the air and prevent a freefall all the way to the ground level. It's a long way to the top! Use the levitation serum to float up to otherwise hard-to-reach ledges.

The Dagger of Throwing will return to you every time you throw it, making it a valuable addition to your arsenal.

Defeat the red knight and recover several valuable gems. The knight also guards an opening in the tree that leads to a secret chamber.

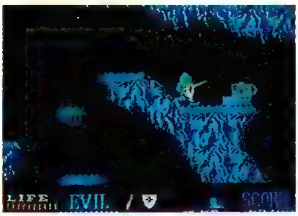


Inside this chest are the Boots of Force, which can be used throughout the game to open doors and other strongboxes.

The kingdom of Elrond is saturated with hidden weapons, treasures, and magical items. Carefully explore every crack and corner of each level. Continue your exploration even after you acquire enough gems and keys to advance to the next level. Kuros is going to need all the magic and weaponry he can get his hands on if he indeed wants to save the princess.

Use your boots to open this red chest and acquire the Shield of Protection.

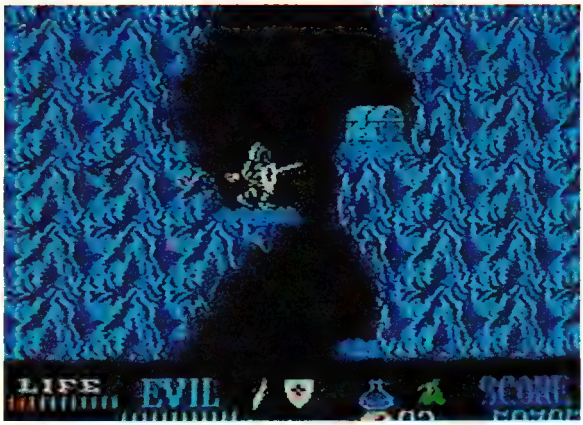
The map will display where you are in the kingdom of Elrond with blinking dots. You will travel left to right.



In the first ice cave you can acquire the Potion of Levitation, which will enable you to reach greater heights.

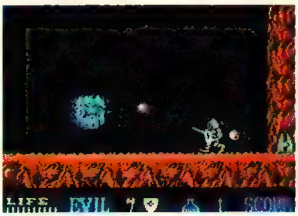
After you jump down the stump once guarded by the red knight, you will encounter Demon Skull. Stay out of his path by jumping and use the dagger to defeat him.

If you're careful, it's possible to use enemies as springboards to new heights. However, jump as soon as you land on one, since touching enemies uses valuable life units. Using enemies as stepping stones is especially useful when moving through the ice cave. The ghosts that pop up out of the ice ledges can propel you upwards if you stand on their heads.



The Cloak of Darkness is in a blue chest at the top of the ice cave. Use this to conceal yourself from the enemies in Elrond.

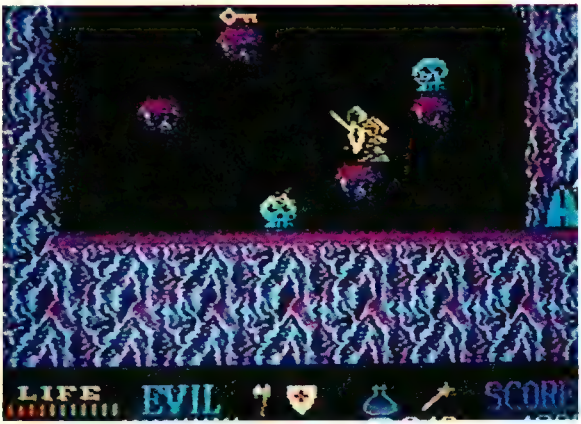
A chest at the top of the Lava Cave holds the Ax of Igor. This powers up the punch your Brightsword can pack.



When battling Rock Face, watch out for his fireballs. Get past this villain to save the beautiful Galadriel from doom.

Eliminate the vampire bat the same way you ended the demon skull's reign of terror. Kill the bat, pay a handsome ransom, and free Esmarelda from bondage. It's all in a day's work for Sir Kuros.

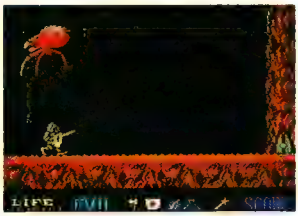
There are five items you may carry from the moment you acquire them to the very end of the game. They are: the Dagger of Throwing, the Ax of Igor, the Shield of Protection, the Feather of Fall, and the Potion of Levitation. Most of the other items and weapons you pick up along the way will replace something you acquired earlier.



In the third cave, go in the blue door to get a pink key. You will need the pink key and 200 gems in order to exit the cave.

Enter this door in the woods to find the Feather of Fall, which enables you to control your descent after a fall.

After retrieving the Cloak of Darkness, go up and right to find the Wand of Wonder. Use this stick to freeze anything that gets in your way.

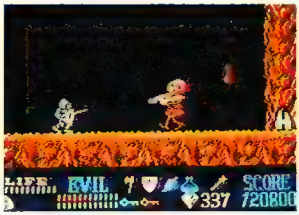


The Queen Spider is predictable and should be an easy win. You need the blue key and 100 gems to exit the sector.

The wizard is perhaps the most difficult opponent you will face. He is hard to deal with because he can disappear and reappear at will. Look for a place where you can fire at all areas on the screen. When he does appear, fire quickly. He won't stay for long. Defend yourself well. Otherwise this warlock will dispose of you with the greatest of ease.

Rescue Penelope and 40,000 points will be added to your total.

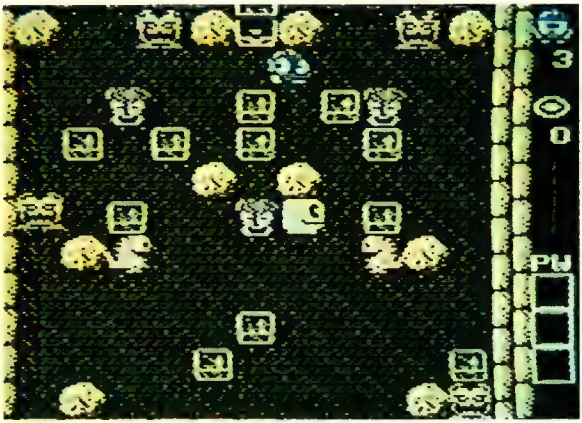
After retrieving the pink key atop the castle, enter the pink doors and get the red key. Use the red key to enter the castle itself on the ground level.



To exit IronSpire, you must collect 200 gems, retrieve the blue key, and defeat the Changeling. He starts out small and, with each defeat, evolves into something much more ominous.

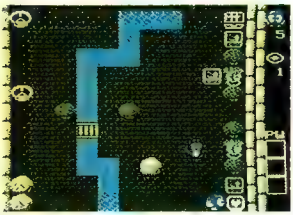
Finally, an easy maze to complete your journey. Enter the red door and face your final foe — the Supreme Wizard. Be alert because this slippery sorcerer pops up everywhere.

THE ADVENTURES OF LOLO

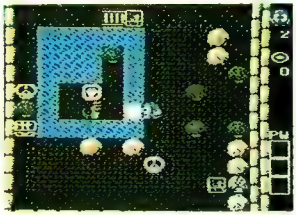


In floor 7, room 2, you have less work to do than you might think. Move the Emerald Framers to the right side as shown (password CZYY).

You have to work through *The Adventures of Lolo* room by room and floor by floor. If you can't solve a particular room, you're stuck. Here are a few passwords to help you bypass some of the toughest rooms — floor 2, room 1 (BJBM); floor 4, room 1 (BZZY); floor 6, room 1 (CPZH); and floor 7, room 3 (DBYV).



This is how the screen should look when clearing floor 3, room 1. Notice how the Emerald Framers are used to block.



Floor 3, room 2 (password BRBD) makes you learn how to float on an egg.

THE GAME

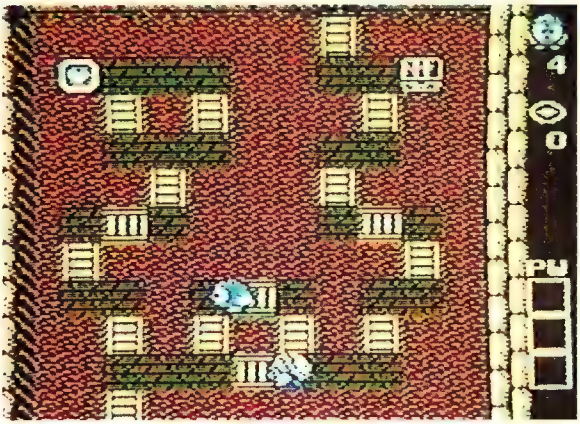
Poor Lolo! To save the kidnapped Princess Lala from the clutches of the Great Devil, he must conquer dozens of moving puzzles. Each room of the Great Devil's castle is different, and each presents a different challenge.

There are ten floors for Lolo to explore, and each floor has five rooms. To succeed, you have to think about each puzzle and try to decide which approach will work. But don't lose heart — there are passwords galore when you get stumped. You don't have to start at the beginning once you've begun your puzzle-solving quest.

In each room is a treasure chest that will open for Lolo once he's cleared all of the Heart Framers from the area. But to do that, Lolo has to learn how his enemies move, which items block his enemies, and how to maneuver himself to clear the room.

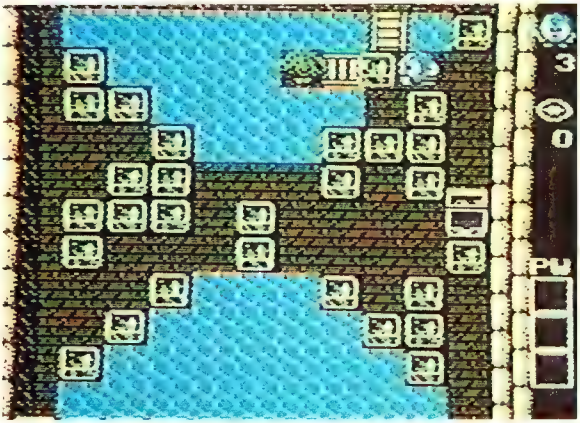
Once you've played *The Adventures of Lolo* for awhile, you'll discover that there are many ways to use the Emerald Framers, Magic Shots, and Power Options to help Lolo get from room to room. If at first a room looks impossible, leave it and come back later — you may be surprised to find that the answer will suddenly come to you as you think about the puzzle. But, if you're really stumped on one room, go ahead and use a few passwords.

Hal America



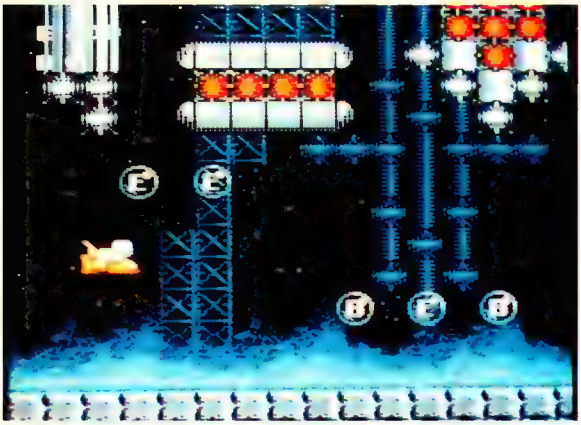
On floor 9, room 1 (password DMYJ), you'll find your success depends on how fast you can make Lolo run.

Learning the passwords to each room as you go along means you can stop and restart the game anytime.



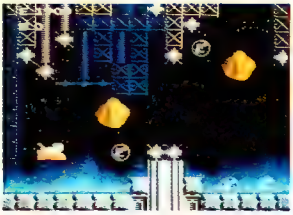
Lolo must exit floor 5, room 1 at the top of the screen. Notice the position of the Emerald Framers (password CHZP).

AIR FORTRESS

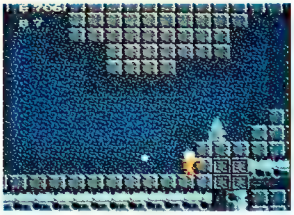


The E modules give you extra energy and the B modules supply you with powerful bombs. You'll need to collect as many of each as you possibly can.

You'll have to battle through eight levels to reach the final power plant. But don't congratulate yourself too quickly once you've done it. After you find the escape rocket, you'll also have to battle your way back *out*, through a kind of mirror-image version of what you went through earlier. Thankfully, when you complete each level you will be given a password so you can resume play where you left off.



There's a different pattern to each level of the outside flying sequences. But each level will always be the same. So you should be able to find out the best path through space with a little practice.



Bombs from this robot can't touch you if you're under the ledge. But sooner or later you'll have to come out. Go high, dodge his missiles, then drift back for a quick shot. You have to hit him twice.

THE GAME

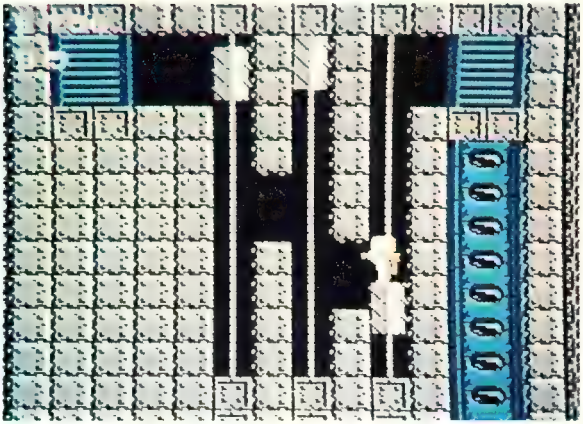
The people of Farmel, a peaceful planet with an advanced civilization, have lived quietly for generations. Then one day, a vast interstellar fortress appeared — a mysterious life form bent on conquest. Defense forces were mobilized by the Intergalactic Federation, but the air fortress annihilated them.

Now, all hopes rest on a space warrior named Hal, equipped with a new form of light-blaster, an armored suit, and a jet-propelled sled. As Hal, you must penetrate the outer defenses of a maze of eight air fortresses. Once inside, you make use of a complex series of elevators to battle your way into the heart of the cyborg creatures.

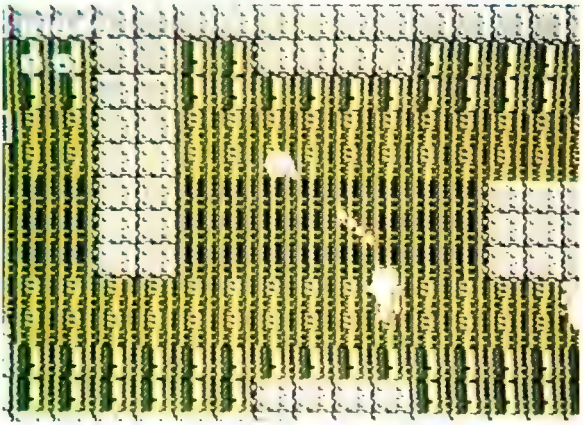
Your objective: to locate the power plant inside the eighth and final fortress, and destroy it. Then, in the final stage of your quest, you must also locate another rocket sled and escape from the fortress before its runaway reactor blows up and takes you and everything else within a hundred parsecs with it. But even then is the game really over? There are still some surprises ahead.

Air Fortress is an exceptionally playable game. Each stage is challenging but not sadistically difficult or loaded with no-way-out setups. This makes it a good game for players who have a low tolerance for frustration. The graphics are fine, and it's so much fun manipulating the animated spaceman, that this game may even appeal to people, including adults, who normally dislike arcade games.

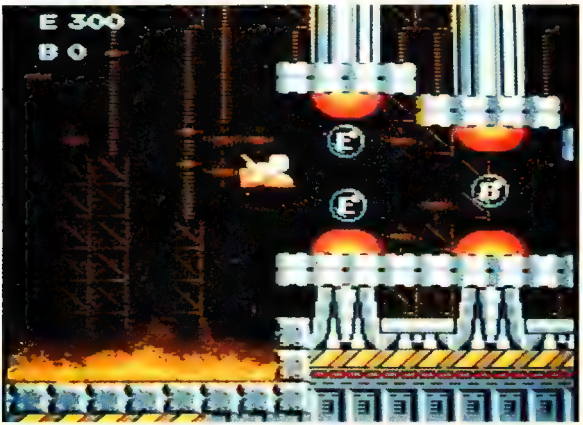
Hal America



Getting past these elevators is trickly. Don't let them squash you as they come down, or push you against the ceiling. Get on top of the cylinders and walk across the breaks in the wall.



These drifting spheres on level three don't pose too great a threat. They fire more slowly than the guard robots, so make the robots your first priority. Quickly learn to maneuver and fire in mid-air.



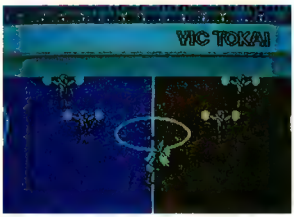
You'll start each new level with more and more energy. But you'll need still more once you enter the fortresses. So grab as many energy icons as you can. Never enter a fortress without ample energy.

ALL-PRO BASKETBALL

You'll rarely miss a slam dunk when the game cuts to this screen.

Watch out for violations — pushing, charging, traveling, over-and-back, and the rest. If a foul is committed, you might want to substitute players to give the troublemaker a rest. Each team has different attributes, and the individual players have unique skills as well. Just as in real basketball, your players become fatigued as the game progresses. It's up to you to check the player-select screen to see if the players' health and stamina are getting low.

Watch those violations. You might want to substitute another player for a troublemaker.



There's a short halftime show featuring acrobatic cheerleaders.

THE GAME

It's not easy to design a sport simulation videogame. Some rules always get bent to conform to the new format. *All-Pro Basketball* tries to remain faithful to basketball, but has some problems bringing the big league to the small screen.

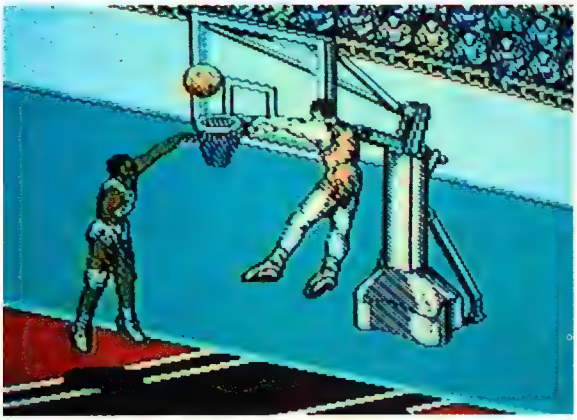
All-Pro Basketball can be played by one person against the computer, or two players can take on the computer team together. You can also watch a long demo game to get some good tips on game strategy. When you're ready to take the court, you choose one of eight fictional teams: the New York Slicks, the Chicago Zephyrs, the Boston Rockets, the Los Angeles Breakers, the Dallas Stallions, the Phoenix Wings, the Seattle Sonics, or the San Francisco Bayriders. The computer usually picks New York, but L.A. is the best overall team, although they aren't consistent shooters.

Once you start playing, you'll see that *All-Pro Basketball* is played half-court style. The game still wants to seem like a full-court simulation, however, so they change court halves with every change in possession. It takes some getting used to, since players who were running up the right side of the court all of a sudden are hustling up the left side.

But any problems with *All-Pro Basketball* fade into the backcourt when you attempt a slam dunk. As your player glides toward the hoop, the screen switches to one of two enlarged, slow-motion views of the power dunk. You won't always make the shot, but it's always fun to watch.

Vic Tokai

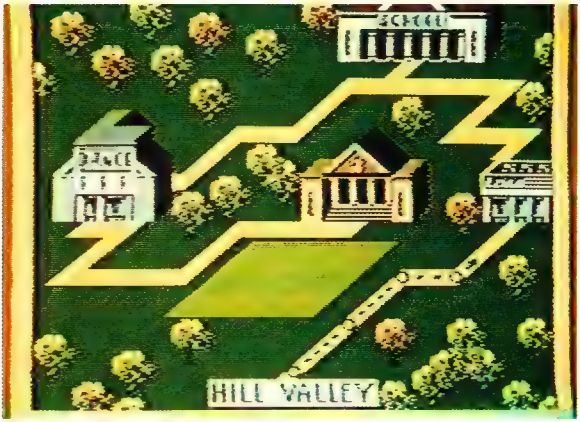
Line up the arrow with the basket before attempting a free throw.



If you see this screen, your attempt at a basket is probably about to be blocked.

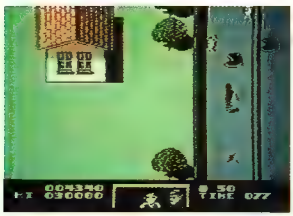
It's no surprise to see the Breakers in the winner's box — they're the best overall team.

BACK TO THE FUTURE

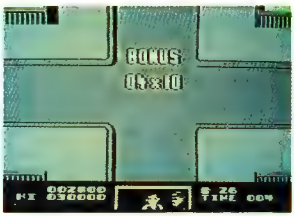


Use the Hill Valley town map to check your progress from one level to the next.

Inside Lou's Cafe, Marty will have to repel a charge by Biff and his gang of high school bullies. Marty does this by throwing milkshakes at the crew-cut attackers until none are left. If even one bully reaches the counter in the soda shop, Marty will get thrown out by the seat of his pants and will have to start that level all over again. So keep throwing those milkshakes, but be sure not to hit the waitress when she crosses into the line of fire.



While you skateboard through town, you must collect clocks as well as dodge the usual variety of obstacles.



You get a bonus, at the end of each scene, for beating the clock.

THE GAME

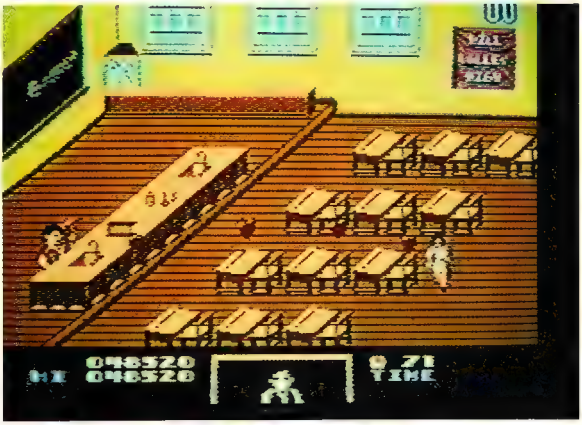
In this NES version of Michael J. Fox's 1985 hit movie, you enter the time warp as Marty McFly. Zap! You're 30 years in the past, your mom and dad are still attending "your" high school. Once you're back in the Hill Valley of the 1950s, your task is to find your way back to the eccentric doctor's time experiment and then get "back to the future" — back to your own time and place.

To accomplish your goal, you must skate through all of Hill Valley, racing against time limits. You must collect clocks as you make progress, while dodging a variety of obstacles — including bullies, pot holes, and two guys carrying a plate glass window across the road. If you fail to beat the timer on any level of play, your family snapshots begin to fade, and if you don't cover the whole route in the time allowed, you'll be stuck permanently in the past.

Back to the Future plays a little bit like *Paperboy*-on-a-quest, at least in the screens where Marty is skating through town. At each major stop along the way (the malt shop, the school lab, and so on), you'll have to master an arcade-type subgame in order to reach the next level. Graphics are okay, and fans of the original movie — those who don't mind a rather thin connection between the videogame and its cinematic source — will find it interesting and playable.

LJN Enteractive

Inside the malt shop, you must deal with an attack by local bullies. Fight them with milkshakes—in this case, a powerful weapon.



Inside school, Marty must capture all of Lorraine's hearts before he can proceed with his own quest. Let one slip by, and you're out of the subgame.

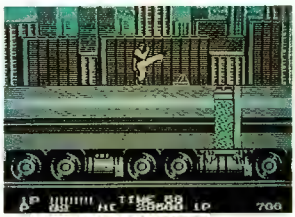
Failure to cover the entire route in the proper amount of time means you are stuck forever in the past—your parents' past, to be exact. And they didn't even *have* Nintendo then.

BAD DUDES

To defeat Karnov (the same circus strongman who stars in his own Data East adventure), stay close to him. Try to get in punches when he is looking the other way.

If you're lucky enough to retrieve a weapon, try to hang on to it for your big battle with the level leader. Your chances in these heated confrontations will improve drastically if you are armed with a knife or numchucks. For example, several platoons of ninja soldiers are ordered to kill on sight in level three. You simply can't punch and kick fast enough to survive.

Whenever possible, kill the red ninjas. After they are eliminated, weapons and items appear.



Here a red ninja has bequeathed to Striker a pair of numchucks.

THE GAME

Bad Dudes, an arcade favorite, is now available for Nintendo. As in the arcade version, *Dudes* requires players to use street fighting skills in an effort to rescue the president from a band of ninjas. Using a variety of weapons, our heroes battle through seven different scenarios against a wide range of menacing martial artists.

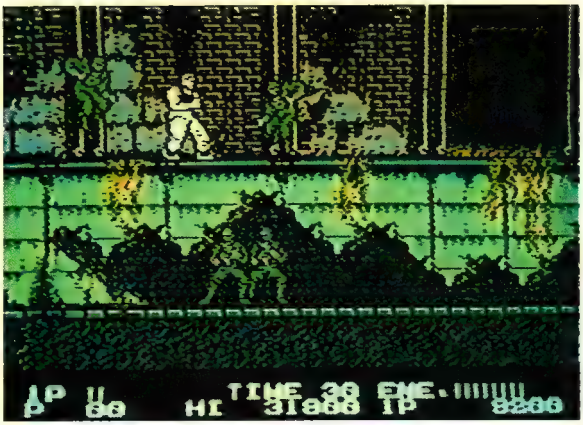
Unfortunately, the Nintendo version does not feature a two-player mode in which combatants battle side-by-side. If two players want to give *Bad Dudes* a try, they must go one at a time. This will be a disappointment for those who have played the game in an arcade.

But the game does get high marks for its player control and graphics quality. Punching, kicking, and jumping become second nature in no time — which is a good thing considering the hordes of enemies dispatched to stop you.

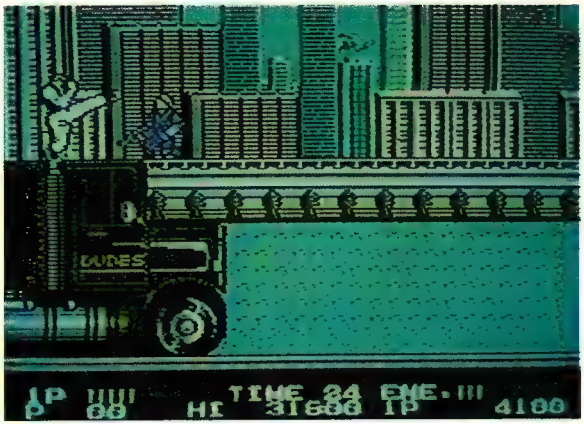
Acquisition is a successful game strategy for *Bad Dudes*. Zero in on the red ninjas that dash quickly across the screen. Kill one of them and you will be given the opportunity to acquire more time, additional life units, or a weapon of some kind.

The weapons are basically the difference between advancing in the game and stalling out. Numchucks and daggers mean boosted power. Life units are equally precious since they buy you energy that can be the difference between advancing a level and returning to the game's starting point.

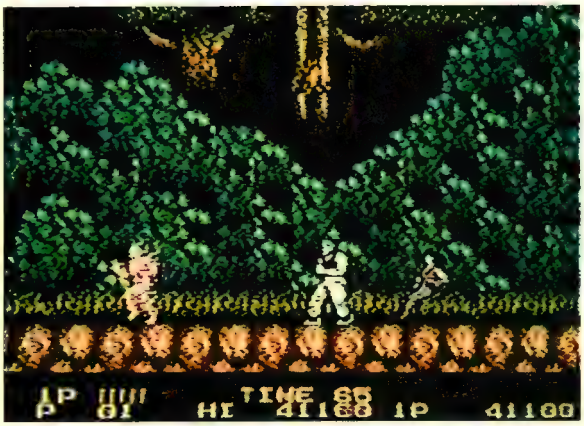
Data East



In this final scene of the sewer, you will need a dagger to survive. Throngs of soldier ninjas will be dispatched to end your quest.



Often there is a prime spot on which to station your dude when brawling the tougher opponents. To defeat the clawed enemy in level two, hop up atop the big rig and start punching.

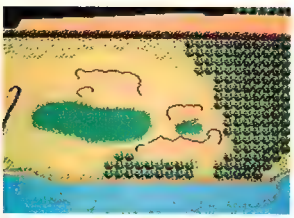


Two additional aggravations are added as the action switches to the forest — dogs and flaming ninjas.

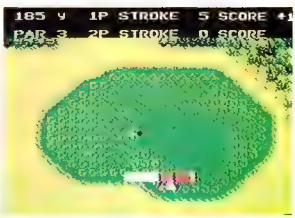
BANDAI GOLF: CHALLENGE PEBBLE BEACH

The game suggests which club to use based on perfect playing conditions. You may need to change clubs to compensate for wind, slopes, and hazards.

Read the section in the game's instruction booklet called "Game Description." It details what you will encounter when playing each hole, including descriptions of doglegs, hazards, slopes, and — most importantly — wind conditions. You'll need to adjust your shot according to the intensity of the wind and the direction from which it is blowing. The gusts and breezes coming in off the ocean *will* impact your shots.



Use the course window option on each hole. The views it provides may help you to decide whether to skirt trouble or hit straight for the pin.



Aim your putts with the white marker and *go easy* — it takes a delicate stroke to avoid overhitting.

THE GAME

Though golfers and non-golfers alike will enjoy *Bandai Golf: Challenge Pebble Beach* golfers should not approach the game with the expectation that it's like the real thing. It's *not* a golf simulation. However, it *is* good video fun, and some of the more important elements of the outdoor brand of golf are included — club selection, hazards, wind effects, uphill and downhill lies, and front and back tees.

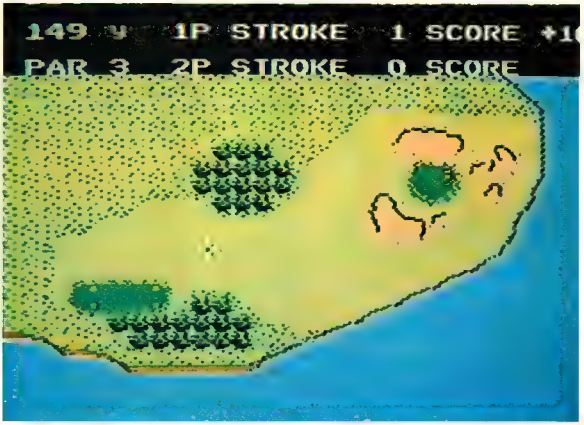
To get close-up views of the green and to survey the hole for doglegs, bunkers, and water hazards, select the course window option before teeing off. This will help you identify the ideal route for playing the hole. The game screen provides a bird's eye view of the hole and a cross-sectional view to help you adjust for uphill and downhill slopes.

As with most video golf games, *Bandai Golf* features a swinging/power bar that is used to make your shots. Press the A button to start your shot, again to start your downswing, and a third time to hit the ball.

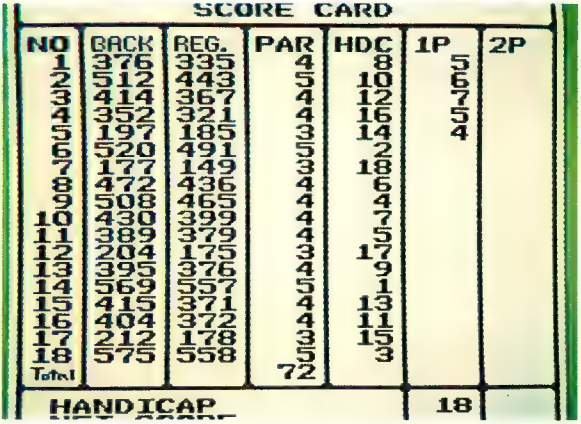
The height of your ball's flight is determined by where contact is made. Hit the ball too soon and you'll fluff it; hit it too late and you'll whiff it. Either scenario is rather embarrassing, so get your timing down before teeing up against a friend.

Bandai

Try your best not to underhit off the tee. This means making your third tap on the A button right on the black line. Underhit and the ball will go a mile—unfortunately that mile will be vertical, not toward the green.



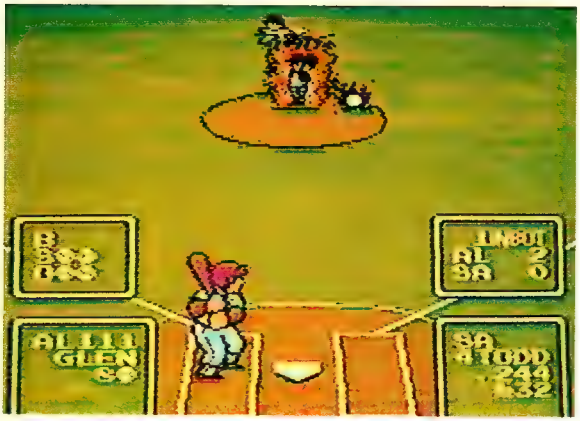
Aim each shot with the white cross. Be careful not to overlook where the cross is on the overview as you're selecting a club. It's easy to inadvertently shift the marker with the control pad while choosing a club.



NO	BACK	REG.	PAR	HDC	1P	2P
1	376	335	4	8	5	
2	512	443	5	10	6	
3	414	367	4	12	7	
4	352	321	4	16	5	
5	197	185	3	14	4	
6	520	491	5	2		
7	177	149	3	18		
8	472	436	4	6		
9	508	465	4	4		
10	430	399	4	7		
11	389	379	4	5		
12	204	175	3	17		
13	395	376	4	9		
14	569	557	5	1		
15	415	371	4	13		
16	404	372	4	11		
17	212	178	3	15		
18	575	558	5	3		
Total			72			
HANDICAP					18	

Press the B button to get a look at the scorecard. It will give you the handicap and the distance tee-to-green for each hole, as well as your score on those holes you've already played.

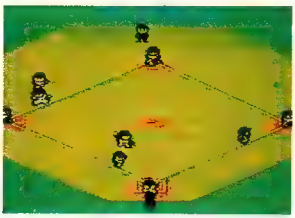
BASEBALL SIMULATOR 1.000



The best time to use your hyper pitch in Ultra Play is when you have two strikes against the hitter. This way you can conserve points but get the out.

Keep your starting pitchers as long as possible. Your relievers are mostly short-relief pitchers, which means you'll go through them quickly. You're going to need plenty of fresh arms — particularly if the game goes into extra innings — so conserve firepower. The pitchers with good curve balls are probably the most valuable men to have on your roster.

There are four leagues to choose from. You can select the "Edit Teams" league and create your own team from scratch.



Never try to bunt a runner on third home. Unlike real baseball, it just doesn't work.

THE GAME

Add Culture Brain's *Baseball Simulator 1.000* to the growing list of baseball games for Nintendo. But plan to see things on *this* baseball diamond that can't be seen in any other game.

Most distinctive in *Simulator 1.000* is its "Ultra Play" feature, which transforms ordinary players into superhuman athletes. If you choose the Ultra League from the game's four league options, your teams start each game with a limited number of Ultra Play points, which are spent like money. Use the points to employ superhuman hitting, pitching, and fielding.

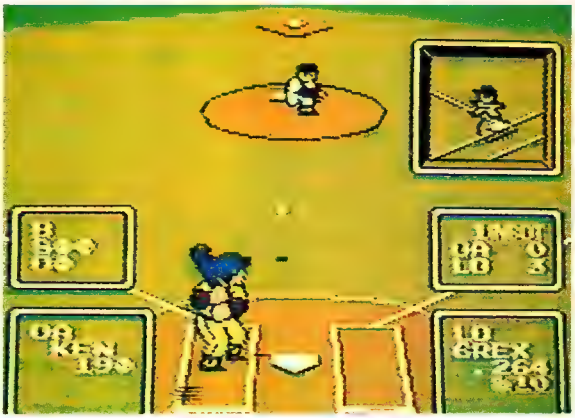
As with most Nintendo sports games, *Simulator 1.000* is best played against friends since the computer is just too easy to beat. You can select seasons of between five and 165 games, and up to six teams can compete for the pennant. If you desire complete control over your ball club, select the edit option and construct a team from scratch.

Of course, any game's options are worthless without solid game play to back them up. Well, *Simulator 1.000* isn't disappointing. It has excellent player control in the field, on the mound, and at the plate. In addition, the ballpark dimensions actually reward good fielding — a rare thing in NES baseball games.

As a rule, baseball doesn't lend itself well to videogame simulations because there is too much that can happen on the field at the same time. However, games like *Simulator 1.000* illustrate that it can be done, and done well.

Culture Brain

Be sure to scout the pitchers before playing your main competition. Some hurlers can take the pressure, while others should consider a trade school.



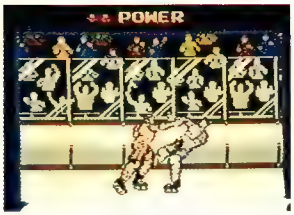
Instead of trying to smoke every batter, try pitching inside to force some ground balls. It uses up less energy since you're using fewer pitches.

Another variation in this baseball game is the array of playing fields. You can choose to play in a dome, at the harbor, or in outer space. Each locale has its own graphic surprises.

BLADES OF STEEL

The arrow indicates where the puck will go if you take the shot. If the goalie is not sitting on the arrow, you have a clear shot to the net.

Don't try to win the game all by yourself — use your teammates. A few quick passes can set up a wing man or an attacker for a shot-on-goal opportunity. Making an assist can be as gratifying as scoring (ask Gretzky). Besides, no one likes a puck hog. The best times to set up your offense are after securing the puck in a face-off, and after winning a fight.



As soon as a fight breaks out, start pressing the B button. The quicker you are with your punches, the better your chances of winning the fight. Win the brawl and your opponent goes to the penalty box.

Keep the control pad on forward after winning a fight. When the screen pans back to the action, you can skate quickly down the ice for a power play.

THE GAME

Blades of Steel, an ice hockey simulation, has to be one of the best sports games recently released for the Nintendo system. This game is a strong combination of fast action, colorful graphics, multiple skill levels, and delightful sound effects.

Choose the team you wish to captain and square off against either a friend or the computer. The first player to hit the B button when the ref drops the puck gets the first opportunity to attack.

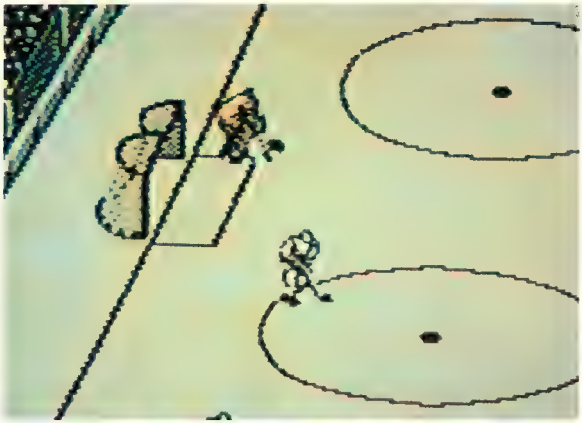
To win in this fast and furious action game, you will need two things — a deliberate passing attack and a great goalie. Pressing the B button on offense sends the puck to your nearest teammate.

On defense your control pad maneuvers the flashing figure and the goalie, who should be in line with the red arrow. The arrow indicates where the puck will go if a shot is taken.

Of course play *can* get heated down on the ice, so always be prepared for a slugfest. If you body check an opponent one too many times, the screen action will cut away to a fight mode. Get in as many punches as possible, because the loser will spend some time in the penalty box cooling off.

If the ref intervenes before you get in a punch, it will be slap shooter against netminder for a penalty shot. Games ending in a tie result in a similar scenario, with each team allotted five shots apiece.

Konami



When your goalie gets the puck, wait for a teammate to get open before passing it off.

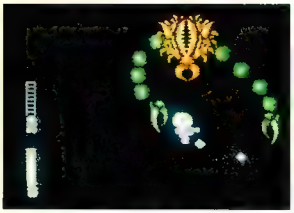
In overtime and in penalty situations, it's slap shooter against goalie. You have eight different locations from which you can either shoot or defend.

Some teams are stronger than others, so do some scouting before taking on your friends. While choosing Toronto is always a safe bet, you may want to avoid trying to make a Stanley Cup run with Chicago.

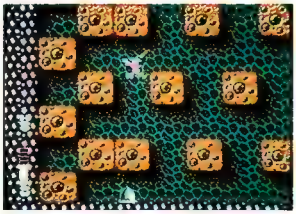
BLASTER MASTER

Jumping and shooting at the same time are very important in *Blaster Master*. In this first section, practice moving and build points by repeatedly destroying enemies.

When you find an area where you can move around without losing points, go back into that area several times to build up points and firepower. The stronger your weapons become, the faster you will be able to get through different stages of the game.



The mutant boss at the end of each stage must be destroyed. Although the method you use will change with each boss, in general you should aim for its head.



Jumping from square to square here is the only way to climb. Watch out for small land mines on some platforms. Land near the edge on these areas.

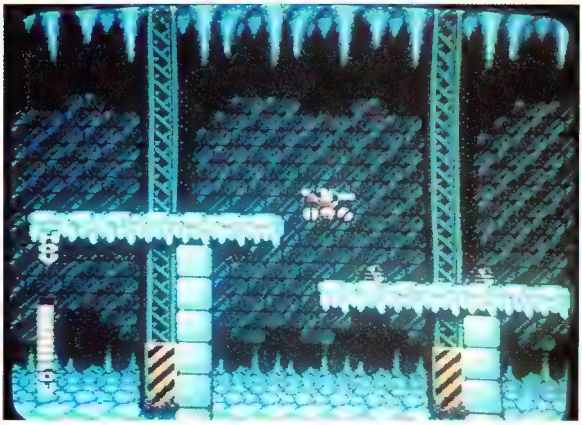
THE GAME

Jason and his Blaster Master armored vehicle are in a fight to the finish against radioactive alien mutants below the Earth's surface. Your job is to guide Jason through seven different areas, destroying the mutants, increasing your firepower, and killing the mutant bosses on all the levels. If you make it all the way through, you can escape from this radioactive nightmare.

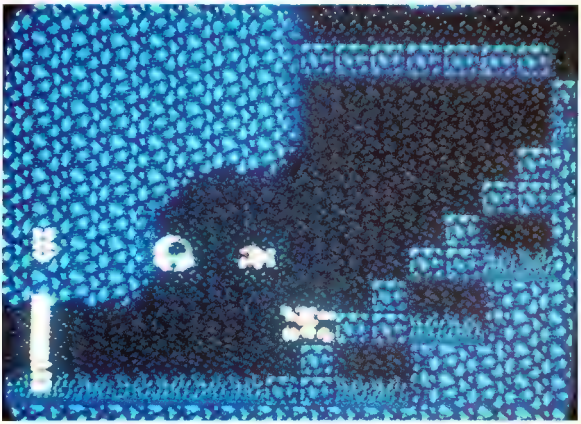
Getting used to moving and jumping with the armored car is the hardest part of the game at the beginning. Once you become comfortable with the way the car moves, you'll get farther. Jason also moves outside the car. You release him by pressing the Select button. In many areas, he can explore, swim, and fight better on his own than he can inside the car.

At first, the car's cannon and Jason's gun are relatively weak. But as you move through the game, you'll pick up more power the longer you stay alive. Always try to find power pills to keep Jason's energy level high. The most deadly places are the radioactive areas, which can destroy Jason and the car within seconds. Also, there are enemies which will attack and destroy Jason if you're not prepared. When you enter a new area, be prepared to back out immediately if you need a moment to figure out how to fight back.

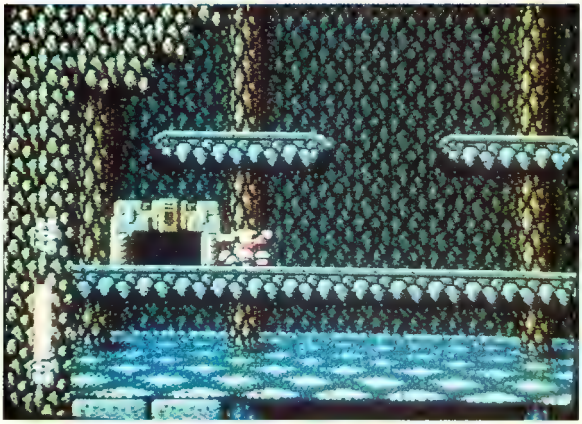
Sunsoft



Once you get used to sliding around in the ice caves, you won't find this area so hard. But try to avoid staying on ice too long.



When you reach underwater screens, let Jason swim outside the car. He's faster and is able to get things done much more easily here.

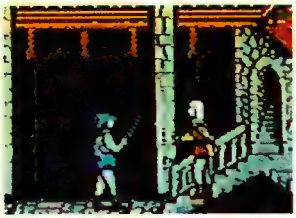


Look for doorways of two basic sizes. Small ones admit only Jason. Large ones admit both Jason and the car.

DEFENDER OF THE CROWN

Don't hit your opponent's horse when jousting, or you'll find yourself in disgrace throughout the kingdom.

Unless your character has high jousting skills, don't bother calling a tournament. But if you're good with a lance, you can wager land on the outcome. Then, if you win, you can improve your strategic situation without going to war or spending money. Be warned, however, that jousting is *much* harder than it looks. It's not that easy to hit the opponent's shield and not his horse. And hitting the horse is a major no-no and will get you banned from any future tournaments.



Sword fighting had a peculiar, draggy rhythm in this game. Learn to go with it, and your chances of winning will improve significantly.

Sometimes the computer will hatch plots against you. You should always be prepared for treachery or ambush.

THE GAME

Defender of the Crown — originally a highly successful personal computer game — is one of the more elaborate strategy games yet issued for Nintendo. The game is set in the 12th century, and Britain is in turmoil. The king is dead and the throne empty. Six powerful knights — three Saxon and three Norman — will stop at nothing to claim the crown.

You choose which of the Saxon knights you'd like to be. Carefully weigh each man's strengths and weaknesses before making your selection because your strategy for the rest of the game revolves around your initial choice. One knight may be better with a sword than in a joust. Another may be a born politician but weak in battle. Luckily, *Defender of the Crown* doesn't favor one man above another, as long as your strategy is consistent.

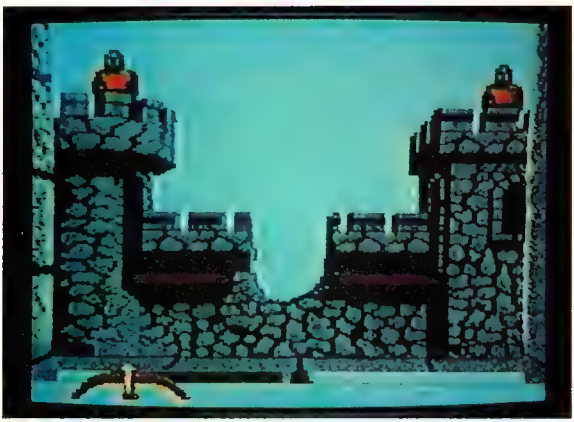
You should learn to balance defensive strength and aggressive action. As in real life, even the best plots must be backed with a full treasury. Gold can be acquired by conquering another province, raiding neighboring castles, or winning a jousting tournament.

To cause your enemies' downfall, you must enlarge and distribute your armies, strengthen your castles, acquire siege catapults, and be prepared at any moment to fight either a large-scale campaign or a one-to-one duel with a rival knight. Just make sure that you don't violate the rules of chivalry, or you'll be disgraced.

Ultra

You can keep up with the overall state of the country by studying the map of England. Both opportunities and threats can materialize suddenly.

You'll receive additional power and prestige for rescuing Rosalind. You get Rosalind herself as well — and she's nothing to sneeze at.

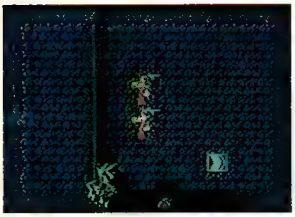


Your home garrison must be strong to repel a siege, even if that means taking risks somewhere else in the kingdom.

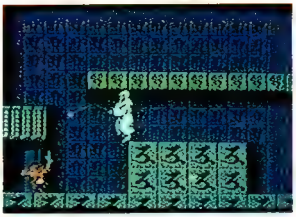
DEMON SWORD

When the fighting really gets hot, use both your sword and your stars. It's handy to have a rapid-fire option on your controller right about now.

One of your most important tasks during your journey is the acquisition of special keys. These keys open several different doors which lead to chambers where you will battle fierce warriors. If you can defeat these warriors, you receive magical weapons which are useful to you later on.



If you can acquire a secret item, you can double your fighting ability and power.



Once you have a key, you can duck in some of these doors. Defeating the warrior inside brings you valuable items.

THE GAME

Once again, the shadow of the Dark Fiend shrouds the land. Your people have told tales of one who, many years ago, defeated the Dark Fiend with a simple sword. The hilt of this wondrous weapon was passed down from generation to generation, and now it is in Victar's possession. But the three blades are missing, and somehow he must recover them and defeat the Dark Fiend, once and for all.

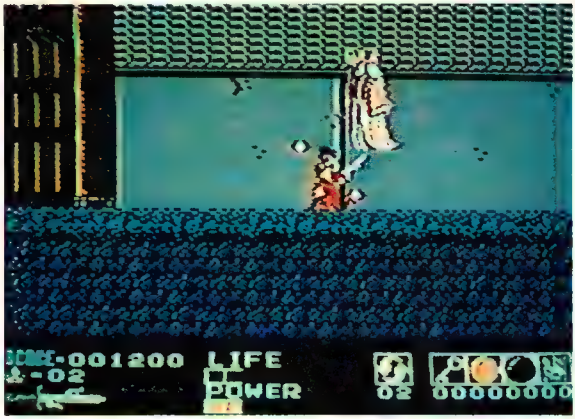
As Victar, you have a long and tortuous journey ahead. Although you are already a fighter, you must undergo further training in the Bamboo Forest. From there, you travel to the Cedar Mountains to find and defeat the old wizard who has the first blade.

Battles with the dark priest of the Temple Graveyard and a gruesome troglodyte on Fire Mountain will bring you the second blade. The third blade is in the hands of the Dark Fiend's castle guards. You must have all three blades to have any chance of defeating the evil demon.

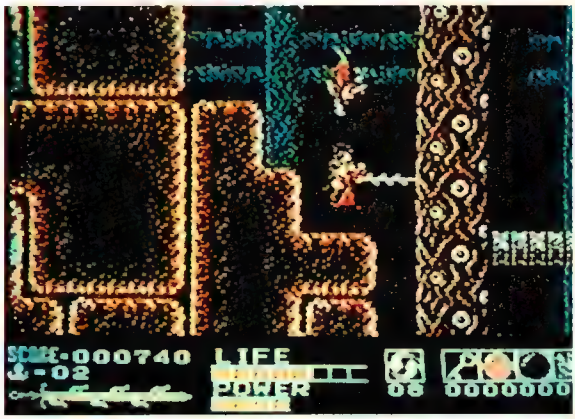
The sword is your primary weapon, but you can also draw on the powers of various magical items to help you. In many situations — such as fighting the dark priest — magic is your only route to victory.

Demon Sword is an exciting, and sometimes even terrifying, journey through the dark worlds of evil. Your courage and wits will truly be tested.

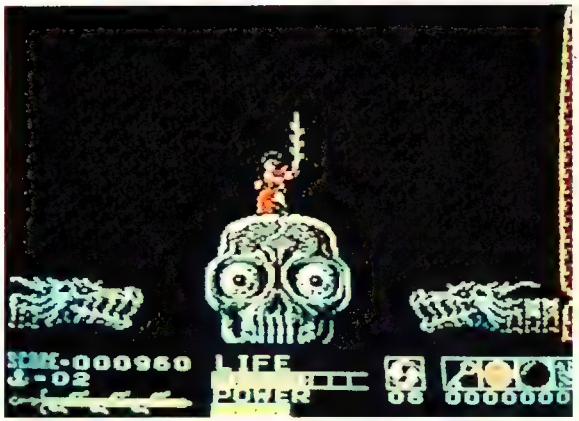
Taito



When fighting the evil priest, be sure to use the revolving fireballs as a defense.



Stay at the bottom of the maze as much as possible. It will make your way through the maze much easier.

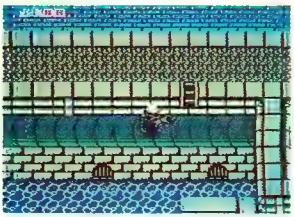


Once you reach the top of the skull pedestal, you should prepare yourself for your final battle with the Dark Fiend. Be brave and earn a place in the hearts of your people.

FESTER'S QUEST

The Addams Family has a number of items to help Fester. Thing gives Fester a potion that makes him invisible and invincible.

There is a huge crack in the street which blocks access to most of the buildings. To get to these buildings, you'll have to go into the sewer and come up through a street drain. You can find your way out of the first sewer maze if you go up the three small steps that appear near the water channels. When you see these steps, press A to get back on the street. Then you'll be able to get to all the other buildings.



Watch for these three small steps to get out of the first sewer maze. Then you'll be able to visit the buildings blocked by a crack in the street.

Increase your fire power by shooting enemies on the first main street. Grab only the blue power badges, since the red ones decrease your strength.

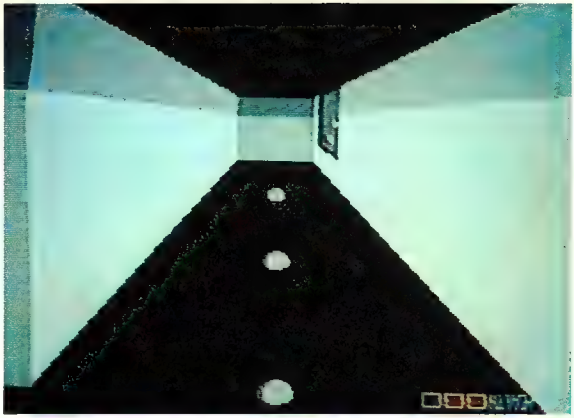
THE GAME

Uncle Fester was moonbathing one evening when, much to his surprise, aliens appeared and teleported the townspeople onto their spaceship. Fester and the rest of the weird Addams Family are the only ones left in the city. While Gomez guards the family mansion, Morticia, Pugsly, and the rest search for items to use in the fight against the aliens, such as TNT, vise grips, missiles, and potions. It falls to Fester to kill the alien bosses and find the location of the evil spaceship.

Fester is armed with nothing but a gun that shoots a strange wave beam. The aliens have damaged the town, so Fester can access some buildings only through the underground sewer system. The aliens have also deposited a great deal of slime, skeeters, space frogs, and other creatures to slow Fester down. As he destroys these foes, they leave behind keys to locked buildings, light bulbs to illuminate the sewers, power badges to increase (or decrease) his weapon strength, and money to buy hot dogs for regaining his health.

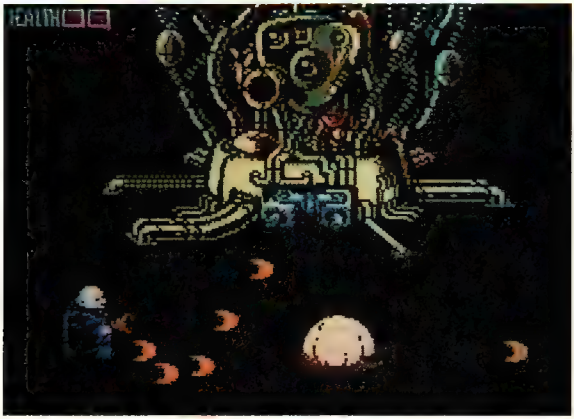
As Uncle Fester works his way through the labyrinth of sewers and streets, he must fight five bosses. Each time he defeats a boss, he gets a piece of a map which will help him locate the space invaders' ship. The quest is hard, but a continue feature should help. Having a joystick with a rapid-fire option won't hurt your chances, either.

Sunsoft



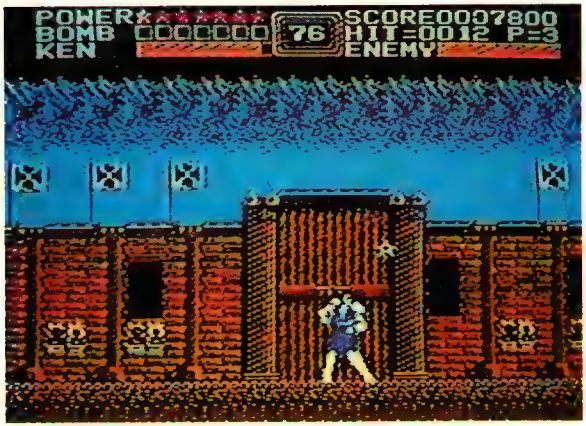
Before you meet the first boss, McWimpie, go to the building at the upper left end of the first main street. If you run into the correct wall, you'll get a third health box.

The skeeter leaves slugs and flies behind that take away Fester's speed. If you get bitten, use the vise grips that Wednesday gives you to restore your speed.



The enemies Fester has to destroy are nothing to laugh at — they're mean, they're bad ... they're from outer space.

FIST OF THE NORTH STAR



Each of the stars you catch will increase your strength. This hollow star gives you one to four times more energy. And you'll need it — even in the first area.

The second area is a maze of ledges and gaps. There are two Gento masters here, so don't think you're home free when you defeat the first one. To finish the round, work your way up and to the right. You'll finally come to an area without walls, and with long blue windows. The first Gento who appears is fairly easy to destroy. When he's dead, walk to the right and drop back down to the ground floor. Then start working up and to the right again. You'll come to another area (it looks the same as the first), where Gayler will appear. Kick him while jumping to avoid his smoke rings, and he'll finally die.

This whip-carrying enemy in the third area can really take it out of you. Jump over him and kick him from behind. None of the Gento masters or area bosses leave stars, so don't risk getting close enough to punch them.

The fourth area is very short and easy. Duck the daggers thrown by some enemies and just try to increase your score. You get an extra life for every 100,000 points.

THE GAME

Emperor Heaven is a mythical place occupied by a group of Gento masters, skilled in the martial arts. The Gento have taken over a peaceful land and are crushing its people. In retaliation, the people have begged Ken, a powerful fighter, to free them.

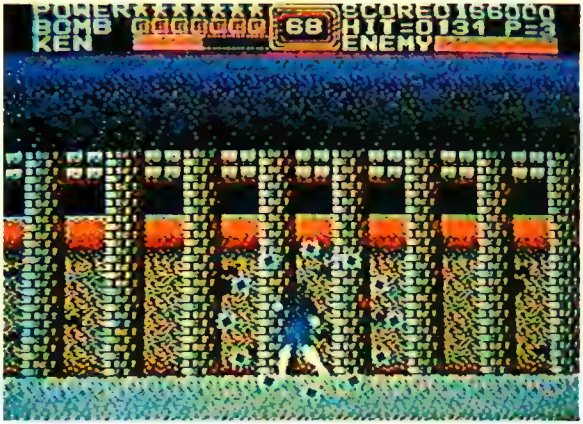
Ken has a deadly kick, but his "bear fist" is universally feared. But even he has never faced the challenge of the Gento masters: Bask, with his powerful "clenching claws;" Gayler, who looks like a bowl of green gelatin, but shoots deadly smoke rings; Gold Falco and his "white light" bombs; Shula, who has a sliding kick that kills; and four other enemies.

Our hero can increase his strength, however, by killing minor enemies with his punch. Occasionally, a star appears when a fighter has been terminated. When Ken catches the star, it increases his strength and his speed. A hollow star increases his strength one to four times. A solid star increases his strength five to seven times. Ken's shooting power is increased with every 20 soldiers he defeats.

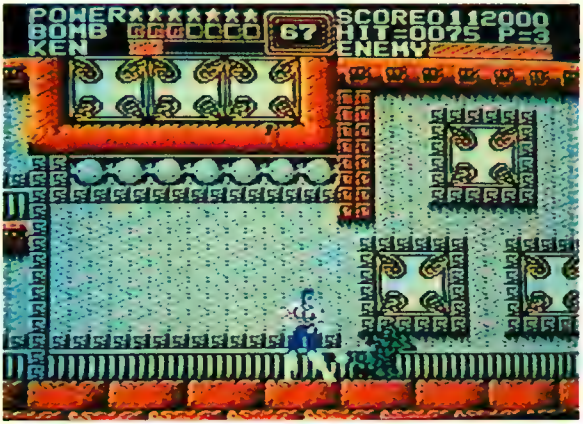
Other items can increase Ken's power as well. If he sees his girlfriend Yulia's necklace in the sky and grabs it, he'll get a twin for a short time. There are also special doorways leading to secret rooms. But the villains are everywhere, even in the hidden rooms.

Taxan

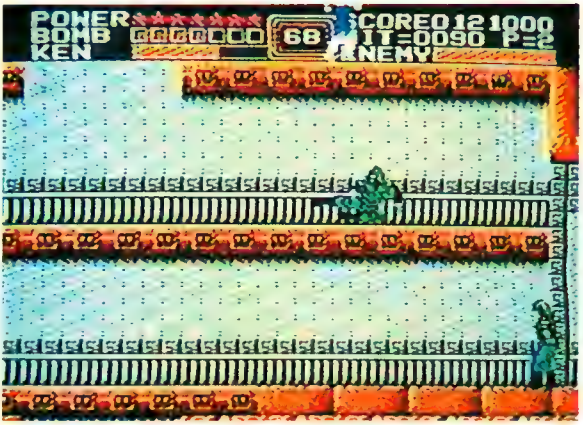
When you get as many stars as possible, the screen will flash and you'll be surrounded by stars. Then you're as strong as it's possible to be. But even extra strength is no help if you don't finish an area within the time limit. You'll die then, no matter what your energy level is.



By the sixth area, your energy should be high and your punch strong. But these sliding soldiers pose a big threat. Since you can't see them coming in time to move out of their way, keep jumping. Some will get you, but some will miss you, too.



One easy way to avoid the sliding soldiers (and the collapsing floors also found in the sixth area) is to take a walk on the top of the screen, where the score and life bar are located. You can easily hop up there, but be careful when the floor ends. Sometimes you'll land in a situation worse than the one you're trying to escape.



GOAL!

This ball looks like it's going in. The defensive players allowed two forwards to get past them with the ball.

In *Goal!*, everything flows from your defense. If you can develop a consistent hook slide steal, then half your battle is already won. The other half of the equation lies in defensive positioning. If you can learn to anticipate the movement of the ball, you'll be able to select the defensive player for the best position in any given play.

Emotions can run pretty high after a goal. A country's prestige is often on the line in World Cup competition.

It's no surprise that the team from the USSR is a strong contender. Their power game often overwhelms their opponent.

THE GAME

Nonindigenous sports have had a hard road to travel in the United States. Soccer has gradually made inroads, but all too often in a much-modified indoor version of the game or in scholastic competition. But *Goal!* may help popularize the professional sport simply by helping gamers become familiar with the rules and strategy of soccer.

In *Goal!*, you can choose to play the professional game, with teams from eight American cities. For international flavor, try the World Cup option, where teams from 16 countries vie for the most prestigious sports title on the planet. An optional goal-shooting competition can improve your offense for the big game.

Each of your 11 players is rated in seven areas for speed, power, and dexterity. The goalies are also given ratings for their jumping, catching, and blocking abilities. As you play, you get to know your team, so when you need a big goal or a do-or-die defensive play, you'll know which player to use.

In a sports culture that has no inkling of who Georgie Best was and only saw the great Pele in the twilight of his career, *Goal!* just might be the perfect introduction to this truly international game.

Jaleco

In the World Cup, wins and losses are not the only important statistics. The total margin of victory can be used to break a tie in the standings.

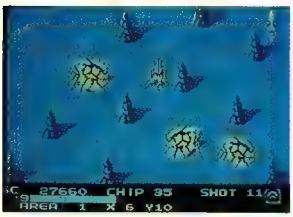
Each player in the shooting competition has unique abilities. Some prefer finesse shots from extreme angles, while others like to power the ball into the goal.

The defenders in the shooting contest are lightning quick, so don't waste time getting off the mark with the ball. These guys can be on top of you before you know it.

THE GUARDIAN LEGEND

On the first level, fire and move as fast as possible. You need to maintain high energy to get past the entrance to Naju.

One of the toughest areas of *Guardian Legend* is seen early in the game at the end of the first vertical-scrolling flight path. Don't try to concentrate on knocking out all of the guns one at a time. Just keep firing as fast as possible, hitting the missiles coming at you. The longer you can avoid being hit, the better your chance of destroying all the guns by rapid firing.



In this action phase of the game, large fish with sharp teeth attack as you fly toward the top of the screen. It takes several shots to get each one.

Keep shooting through to the red square in the middle and avoid the alien red spiders.

THE GAME

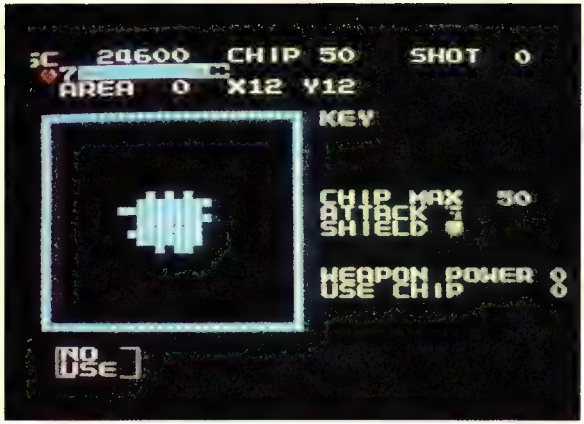
The Guardian Legend is both a fast arcade-action game and an adventure maze game. You'll have to be good at both styles of play to get very far in this Nintendo game.

The planet Naju is hurtling on a collision course with Earth. Your mission is to reach Naju and find the 10 self-destruct buttons to blow up the planet before its evil inhabitants can spread across Earth.

Just getting to the maze area of the game is no picnic. You have to fly your space fighter through a vertical-scrolling nightmare full of rocks, enemy fighters, and missile-firing anti-aircraft emplacements. But once you've fought your way through, you'll find yourself within Naju itself. You wander through room after room full of enemies, searching for ways to reach the self-destruct equipment so you can eliminate the planet.

The key to winning is to take your time looking around once you're inside the maze. You'll find many surprises, and some of the strangest-looking enemies you've ever seen. You'll also encounter other vertical-scrolling arcade-style screens you must fly through. The longer you stay alive, the more weapons and special items you'll uncover. With more powerful weapons, you'll find it easier to sweep through rooms and work your way through the maze.

Broderbund

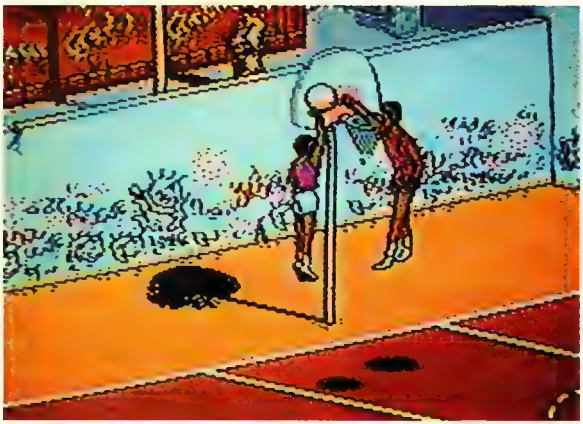


This maze map helps you spot your location and shows the weapons you have at different stages in the game.

When hearts appear on the screen, you must get them to help prolong your life. Don't try to get by without them.

This sound-wave power is a very effective weapon. It can sweep away enemies in wide arcs.

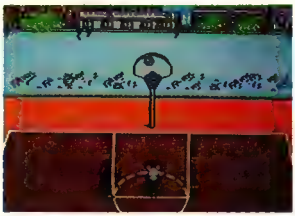
HOOPS



It's slammer vs. stopper as the attention is focused on the action above the rim. Regardless of his height, the defender can block the shot if he reacts quickly enough.

Just accept the relative ease with which players can steal the ball from one another as part of the game. Stay close on defense and, when you get the steal, break away as quickly as you can. On offense, keep changing the direction of your movement as you try to drive the lane or launch a rainbow. Follow up every shot because the ball falls directly under the rim on every miss.

Pushing and charging are two oft-made calls in *Hoops*. Don't get rattled if you're the offender because it won't be long before a call goes your way.



Before each game, players shoot for the first possession. The arrow over the rim shows where the ball will end up when launched.

THE GAME

Judging from its title, you might think *Hoops* is a game about basketball. Well, it is... sort of. The object of this videogame is to shoot a basketball through the hoop, but that's about all it has in common with the sport James Naismith invented a century ago. Rebounding, baseline moves, shot blocking, and ball fakes are basically nonexistent. However, if you can avoid comparing it to the hardwood court sport, *Hoops* can provide some good fun and exciting action sequences.

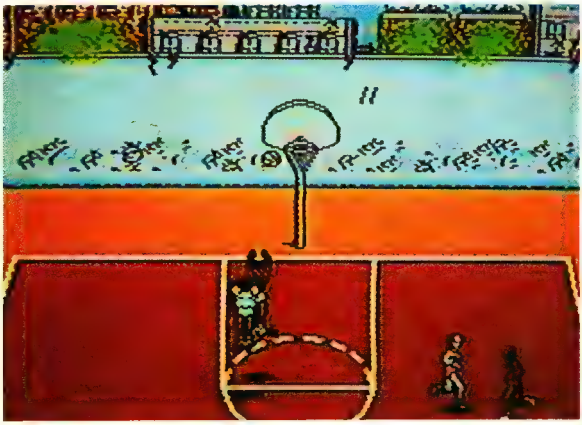
Players can choose either one-on-one or two-on-two play against either a computer or human opponent. Playing the computer can be extremely frustrating, considering the number of times the ball is burglarized from you. So as with most video games, human opposition — and all of the idiosyncrasies that come with it — is suggested.

The game's strongest selling point is the screen feature that allows you to watch slam dunks up close and personal. The action on the court will cut away to the matchup above the rim as dunker and potential shot blocker square off. If the defense gets there in time, a would-be slam will be rejected. If this happens to you, grab the ball and go up again. Chances are the defense is still gloating, giving you a chance to show your thunder.

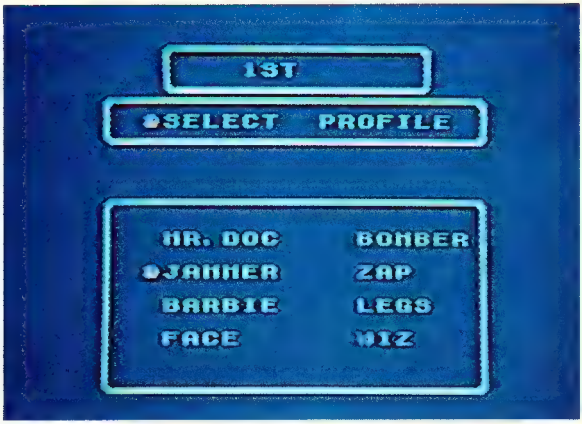
It doesn't seem to matter much with whom you choose to play. The taller players, Mr. Doc and Face, apparently have no advantage over the pee wees or the female courtsters.

Jaleco

You decide before the game what the winner's score will be, who gets the ball after made baskets, and whether you play on the East Coast or the West Coast.



Rainbows have as much of a chance of going in as short jumpers, so take a chance.

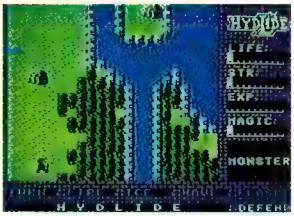


Mr. Doc and Face are the tallest players, and Barbie and Legs are hot-shooting women.

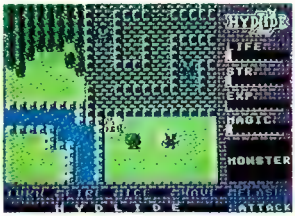
HYDLIDE

At the beginning of the game, build up experience points by slaughtering slimes.

The key to playing *Hydlide* well is the acquisition of experience points early in the game. If you go ahead and build up maximum experience, the rest of the game will be much easier. However, you gain limited points by killing the slimes, the easiest of the enemies. To progress further, you must defeat an enemy who lives by the sea.



Make sure that you explore everything. Seemingly worthless objects may prove invaluable later on.



Once inside the above-ground maze, save the game frequently. Just standing inside the maze will sap your energy, even if you're not fighting.

THE GAME

Peaceful Fairyland is in big trouble. Somehow, a criminal has stolen one of the three magic jewels from the palace, and the remaining jewels have lost their power to imprison Boralis, an evil demon.

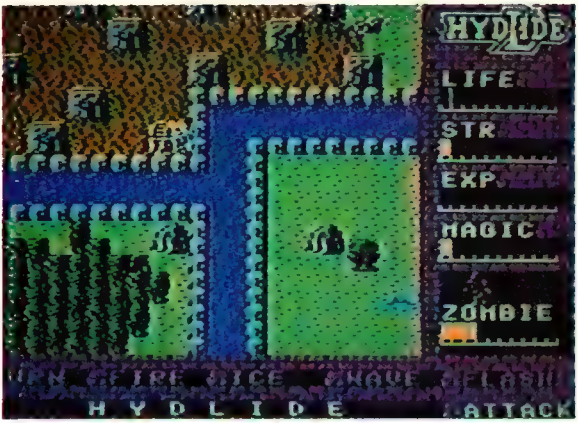
Boralis has been cast loose and is wreaking havoc on Fairyland. He has sent terrible monsters rampaging across the countryside and has set himself up as king. But worst of all, he transformed the beautiful Princess Ann into three fairies which he hid somewhere in the kingdom.

As Jim, a brave young knight, you have undertaken a mission to defeat Boralis, find the princess, and restore Fairyland to its former grandeur. Naturally, you aren't empty-handed. There are a number of magic spells and weapons to master. As you explore and map the wondrous land of Hydlide, you encounter some fierce enemies. But with each new battle, you gain the experience you'll need for your ultimate foe, Boralis.

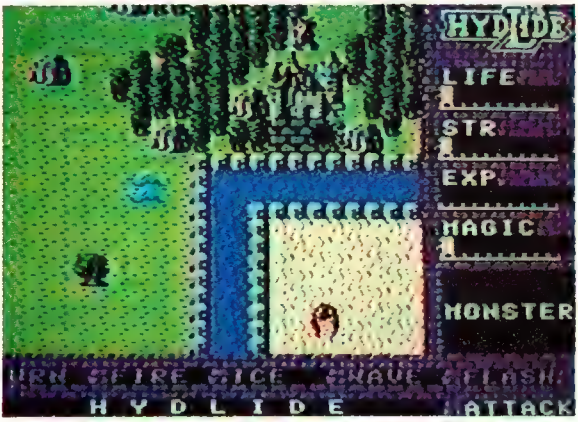
Once you've found the three fairies and set the princess free, you have to obtain the eternal flame lamp and the immortality potion. Only then will you be able to face the dragon who guards Boralis's castle, and, beyond the dragon, Boralis himself.

In *Hydlide*, you can experiment with different weapons and spells in different situations by using the password option. The passwords make the game less frustrating for beginning gamers, but if you enjoy a challenge, you can play the game on a faster speed.

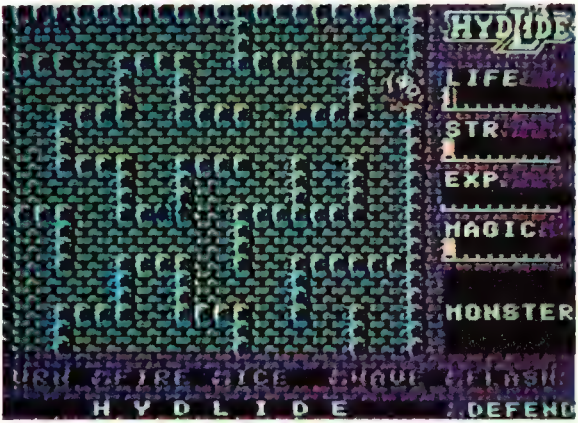
FCI



This treasure chest won't do you any good unless you have the key. You'll have to find it elsewhere.

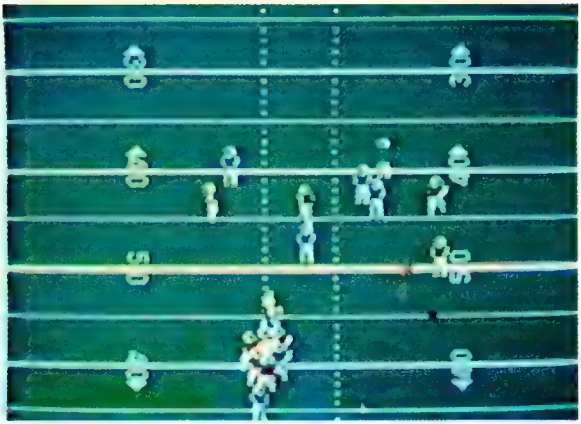


Before venturing into this manhole, you'd be wise to save the game.



You have to kill the vampire in this maze to get a valuable item. But it takes an experienced adventurer to accomplish it on the first or second try.

JOHN ELWAY'S QUARTERBACK



You can pass at any time during a play as long as you are behind the line of scrimmage when you make the throw.

You can always change your play after seeing what formation the defense is in. If you called for the bomb in the huddle and then see that the defense is in a prevent set, run the ball instead. What could have been an interception will turn into a handsome gain on the ground.

You have 18 play options on offense — nine plays run to either side of the field.

Nine defensive sets allow you to play the run or the pass, to anticipate short or long, and to go for the sack or prevent the long gainer.

THE GAME

In *John Elway's Quarterback*, you are in control. On offense, you call the play and, as QB, you execute it. In fact, if you call one play in the huddle but change your mind at the line of scrimmage, you can change the play. On defense, you decide the alignment and you control the middle linebacker. Drop back or blitz — the choice is yours.

Though there is some strategy involved, *Quarterback* is mainly arcade-style action. To keep things simple, there are only nine players per team and handoffs — a needless distraction in many video football games — have been eliminated.

The pass patterns are difficult to get a feel for. You pass in the direction selected with your control pad, but you have virtually no control over how far the ball will go. Be sure to drop back after the snap because it won't be long before you'll be eating turf.

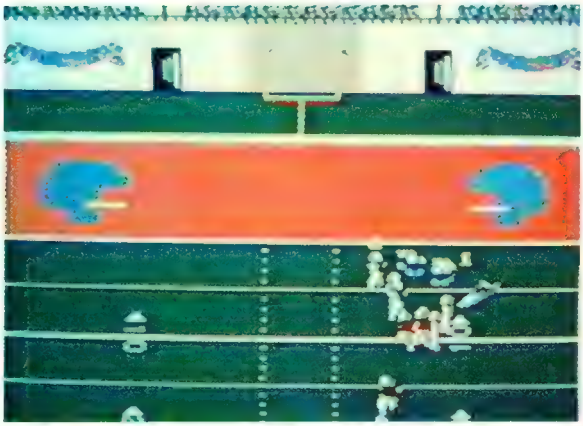
On defense, the key is anticipating, not just reacting. Because there are basically only nine plays the offense can run, you can learn to identify each one before the snap. You may end up with as many interceptions on defense as passes completed on offense.

Although *Tecmo Bowl* (Tecmo) is more realistic football simulation, placing more emphasis on strategy, *Quarterback* provides solid play and plenty of fast action.

Tradewest

After catching a pass, zigzag to avoid dive tackles. If defenders are breathing down your neck, leap forward to squeeze out a few more yards.

Select a defensive alignment and, after the snap, maneuver the middle linebacker in for the tackle, or drop back to intercept a pass.

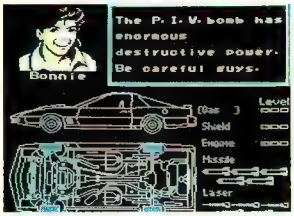


If you get caught out of position defending a play, press the B button to control the nearest defender to the ball. Press the A button to attempt a dive tackle or, when your player is stationary, to jump and intercept a pass.

KNIGHT RIDER

Devon, your contact at the Knight Foundation, may seem friendly now, but that doesn't mean he's not going to assign you a serious mission.

You can spot the enemy vehicles by their red or yellow color. *Don't* shoot at the blue cars or the decoy trucks. You'll lose five seconds for every wrong vehicle you blow off the road. If you're having trouble driving and blowing up enemies, try the game in drive mode. With this option you can get comfortable with the driving controls before you enter a mission.



Bonnie does her best to keep KITT up and running. Always check with her before starting a mission, or you may find yourself taking an unexpected hike — *if* you survive.

There are a number of hazards to watch for on the road, but you should pay very close attention to the red or yellow cars that mark your enemies.

THE GAME

Tough detective Michael Long was on the verge of arresting a gang of dangerous criminals when he was killed. But he was revived with the help of Wilton Knight, president of a powerful conglomerate. His face altered by plastic surgery, Michael Long became Michael Knight. And before Wilton Knight died, Michael promised to fight the evil forces Wilton had battled.

As Michael Knight, you're behind the wheel of KITT, a state-of-the-art supercar armed with the most dangerous weaponry, the most advanced engine, and the most sophisticated computer known to man. At the beginning of every mission, you choose from five nonstandard items to take in KITT to help you. Your choices include a larger fuel tank, a stronger protective shield, an engine with more horsepower, 20 missiles, or 20 laser blasts.

Once inside KITT, check the timer to see how much time you have left to complete your mission; radar to determine cars or curves ahead; indicators for remaining fuel and shield protection; speedometer and tachometer; and weapon indicator to see which weapon you're using.

Your missions to track members of an international organization will take you to 15 different cities. Each city not only features different landmarks, but also different driving conditions. You get a password with every mission completed. In addition, you get three lives, and can continue twice per game.

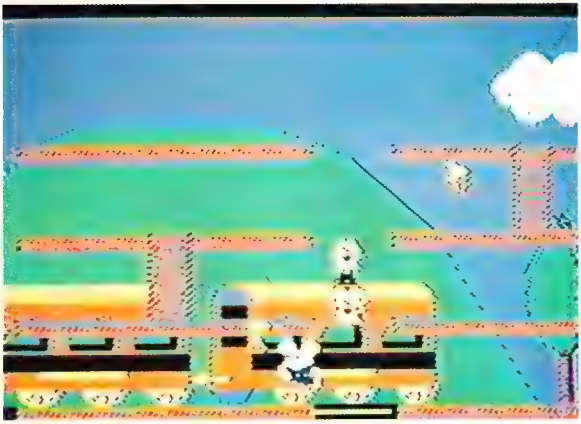
Acclaim

These trucks won't shoot at you, but most of them have been hired by the enemy to slow you down. Rely on your radar for the best path around (or through) them.

If you can't destroy an obstacle or drive around it, use your turbo boost to jump over it. Then keep a close eye on your gas gauge.

Drive as aggressively as possible, but keep an eye on your power levels. When your shield is gone, so are you.

MAPPYLAND



Various weapons in each area can be activated by moving underneath them and jumping up. Swinging through on a pulley can get you out of a trouble spot by swatting away the cats in your path.

In the eighth area in the first of your tales, you have to collect a lot of cheese as a present for Mapico. It's tough to get all the cheese and present it to her before she gets uppity and says you're too late. To do it fast, first gather all the cheese on the ground level, going left to right. Then nab the cheese on the second level by returning to the left. Make a final run using the trampolines to get the cheese on the fourth floor (There is no cheese on the third level). It must be a clean sweep! So don't make any mistakes during your run.

Ride the balloon to sweep across the cemetery and collect keys, and use your flashlight to erase ghosts sent to spook you.

In some areas you'll have to enter a sub-area to find some vital object. For example, the cross hidden within the church in Ghost Town must be obtained before you can get past the vampire.

THE GAME

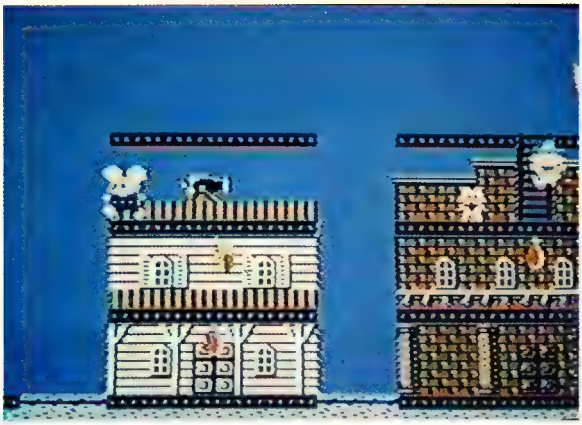
Mappy is a mouse in search of a spouse. Even though he is on vacation, he has a lot of work to do. He has a demanding girlfriend, Mapico, who needs a constant stream of presents. As Mappy, you'll have to find some cheese for her, a Christmas tree, and — once you've captured Mapico's attention — even a wedding ring.

This endearing game is made up of four tales covering eight areas. Gather all the presents you can find in each area and exit to the next level. In some areas you will have to enter a secret sub-area to find an important item. To get into these sub-levels, you will have to either enter a doorway or leap at a certain spot on the screen.

You'll need to make use of the weapons provided in each area to advance to higher levels. Pulleys and cannons are very effective in clearing a safe path. To activate the weapons, move under them and press the B button to jump. You can also pick up some items that appear and use them to divert attacking kittens. The felines will try to fetch fish and toys you leave behind, buying you time to escape.

Parents will be pleased with the tone and content of the game. Game players will be pleased with the action, delightful graphics, and amusing game features.

Taxan

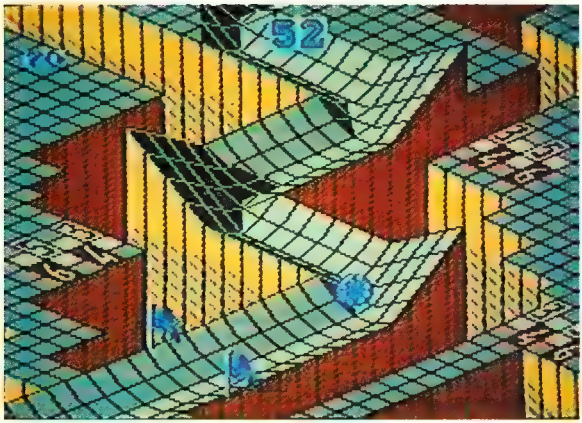


The cannon in area two is another example of the weapons provided on each level. Activate it and watch a cannon ball roll over attackers to clear the way for you.

The first hut in the third area of the second story contains a secret room. Jump on the trampoline below the doorway to enter the room and find another present for Mapico.

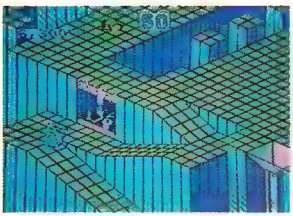
Area four will probably give you more trouble than the previous ones. Go slowly and calculate your every move, especially jumps from vines to the moving trampolines.

MARBLE MADNESS

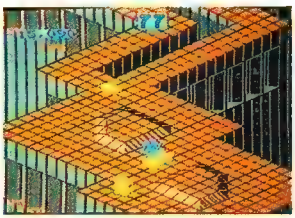


Is it worth the extra points to try to jump to the numbered squares in the practice round? You'll get a bonus for landing on them, but you'll sacrifice a large part of your time bonus in the process.

There's no way to continue in *Marble Madness*, so every time you run out of time, you'll have to start from the first race again. Even though you have unlimited marbles, you'll lose a second or two every time you go off a ledge (and several seconds if you hit another ledge and break apart). The first five races are hard enough, but the last, ultimate race, has mid-air falls, ice, and disappearing floors. You'll need at least 50 seconds to finish it.



Occasionally, a wand will touch your marble for a 10-second bonus. The wand comes totally at random — maybe once in a game, maybe four times, or maybe never. But it's key to getting through the later mazes.



Try to avoid the acid puddles in the intermediate round instead of plowing through them. They'll dissolve your marble, and you'll lose a second or two while another marble forms.

THE GAME

Here's a game that you can play over and over and over again, and it will be different every single time. And every time you play, you'll think you could do just a *little* better the next time. Like peanuts and late-night movies, *Marble Madness* is addictive.

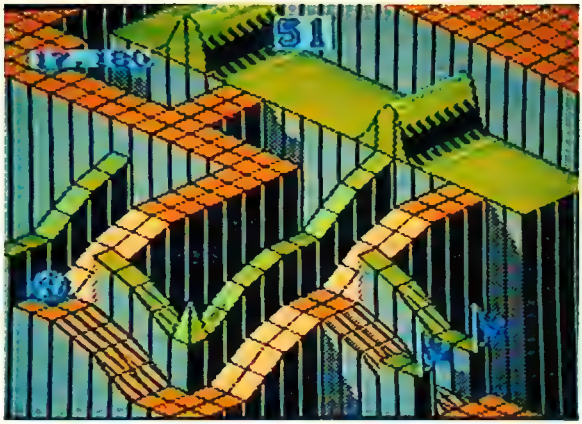
It will take literally seconds to learn to play the game. You're given a marble that you have to maneuver through six different mazes. Each maze is more difficult than the one before, and each has more obstacles.

As if battling against marble munchers, vacuum cleaners, acid puddles, and steelies weren't enough, you also have to fight the clock. *Marble Madness* is less a game of strategy than a race against the clock. You're given a certain amount of time to finish a race. Come in under the wire and earn a bonus for the number of seconds you have left.

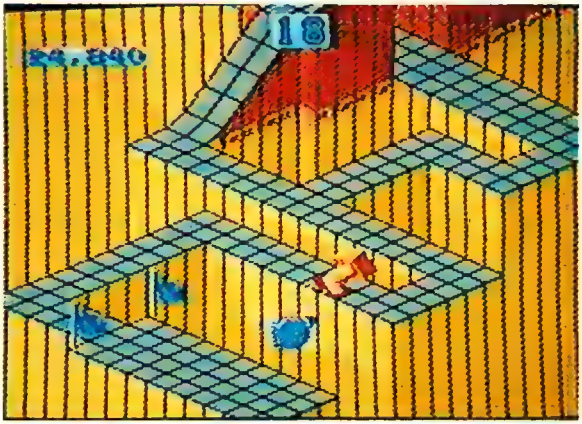
And after the beginner race, your extra seconds will start carrying over to the next maze. For example, if you finish the beginner race in 30 seconds, the extra 35 seconds will carry over to the intermediate race and will be added to the 35 seconds you're automatically given to finish. Your extra time in the intermediate race will carry over to the aerial race and added to the 30 seconds you're there. And so on. So every second counts.

Even an experienced gamer will have trouble getting through all six super-challenging races. And even those who do will think they can do just a *little* better the next time.

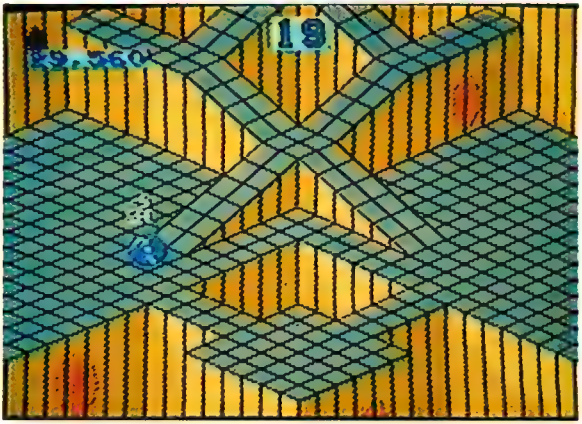
Milton Bradley



Every maze will have different routes that you can take. The "shortcut" in the late part of the intermediate maze is the green carpet. The narrow path may look harder, but sometimes it can be the faster way to the goal.

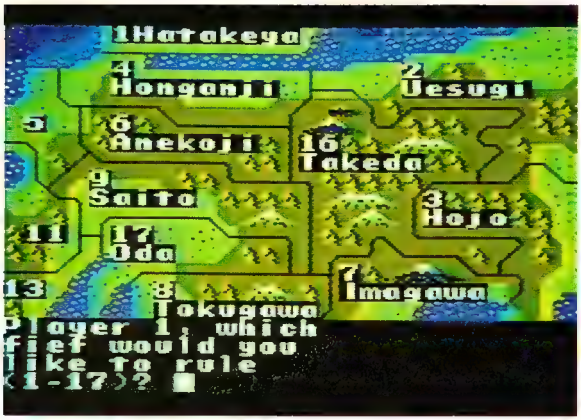


Slow and steady wins the race if you've made it this far in the aerial round. The bolts will pop up from the tiles, but if you push forward slowly, you'll be able to get by them.



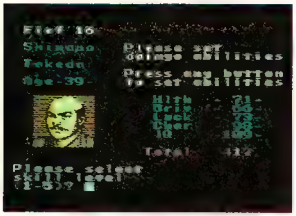
"Everything you know is wrong," in the silly round. One of the first things you'll discover is that you'll be penalized five seconds for wrong moves. A couple of mistakes can add up and quickly end the game.

NOBUNAGA'S AMBITION



Select the fiefdom you want to rule from this map screen. And refer to it when political circumstances change in other fiefdoms — as they do with alarming rapidity.

You'll never be able to issue all the commands you *want* to issue, so it's important to set priorities. Security requires a large army, but armies must be recruited, fed, trained, armed, and — especially from the soldiers' point of view — paid. If your treasury won't pay for the size army you need, you can always raise taxes. But if you do, your peasants' loyalty will falter and you could face a rebellion. If you must raise taxes, try to compensate for it by doling out grain to the peasants in the next turn or two. That should help restore their faith in their *daimyo*.



You can design your *daimyo's* personality at the start of each game. If you don't like your first numbers, the computer lets you try again and again until you're satisfied.

Sub-menus allow you to conduct trade, dispatch ninja assassins, or send spies into the neighboring area.

THE GAME

Among the new Nintendo games translated from computer simulations, none has a finer pedigree than *Nobunaga's Ambition*. This epic based on the political struggles of medieval Japan is a stunningly good strategy game that features lavish attention to detail and accuracy.

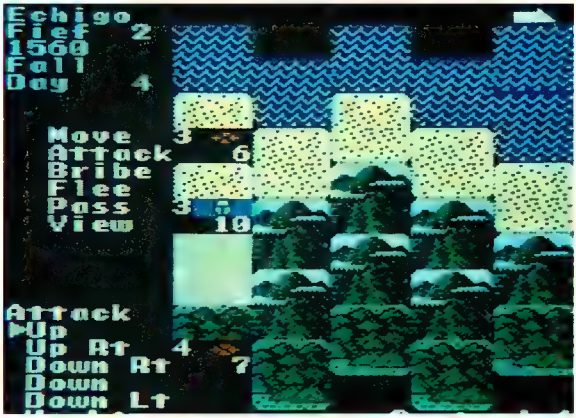
The game was inspired by Oda Nobunaga, a *daimyo* (feudal lord) of 16th-century Japan. While other warlords were dreaming about uniting the warring fiefdoms into one Japanese nation, Nobunaga was trying to do it — and he almost succeeded. But an assassin killed him when Nobunaga was only in his forties.

The combination of political and economic planning with military strategy in *Nobunaga's Ambition* simulates the problems and challenges the real Nobunaga faced. Your ultimate goal is unite the Japanese nation. If you wish, you can play a limited game — using 17 fiefdoms — and try to unite central Japan. Or you can jump right into deep water and work with the 50 fiefdoms of the entire country.

First build up the security and political clout of your own fiefdom by issuing wise commands and formulating strategy. Then go out to subvert or conquer fiefdoms — often just one step ahead of the warlords who are busy plotting your downfall. Battlefield success can increase your position, but so can strategic marriages, alliances, or assassinations.

Koei

This main display screen shows the conditions inside your fiefdom and lists the commands you may issue during a turn.



Once you've joined a battle, try to take advantage of favorable terrain and move strong units against weaker ones.

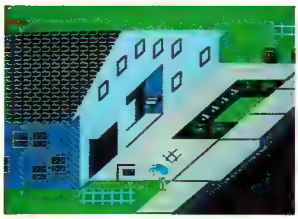
Use the View command to gather information about your rivals and neighbors.

PAPERBOY

Your subscribers all have paper boxes outside their front doors. It's fairly hard to throw a paper into one, but if you do, you score 750 points — more than double what you get for a lawn or front-door hit.

The subscribers' houses are painted yellow, white, or blue, with paperboxes on the front lawn. Any other house is fair game (you work for a pretty ruthless paper). Your best shot is to break a window for 300 points, but you can also rack up 300 points for breaking a lamp. Other good targets: bushes, tombstones, trash cans, and the image of the Grim Reaper (who appears, perhaps, to remind you of what it's like not to have a summer job).

You begin play with four lives. Avoid all obstacles in your path, because if you crash and fall down, you lose one life.



Ten papers is all you start off with — enough to complete most of one block. You must pick up extra bundles of papers to complete the route. Bundles will flicker on-screen, so they're easy to spot.

THE GAME

In its original arcade version, *Paperboy* caught players' imaginations because it was *not* about super-Rambos, ninjas, spaceships, or agile cartoon janitors with Italian names. It was a fantasy take-off on an experience that thousands of kids (of all ages) know about firsthand: delivering a paper route in suburbia.

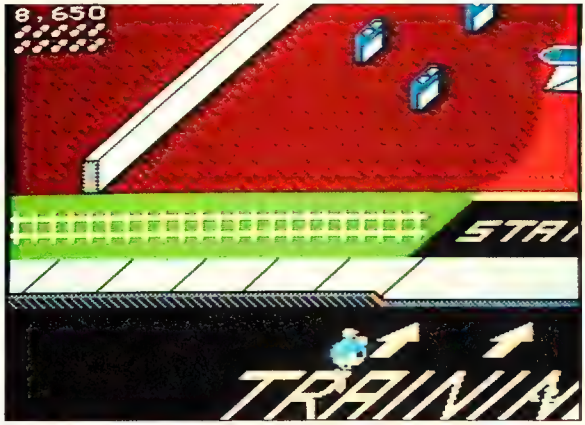
But what a route! You'll gain points for delivering your papers to subscribers' houses *and* for hurling your black and white missiles through the windows of non-subscribers. You start off with ten papers, and you must pick up extra bundles as you go along in order to finish your route.

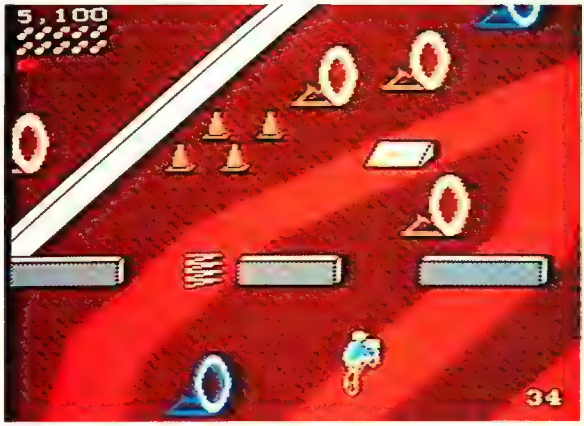
Of course, while you're trying to keep tabs on who's a subscriber and who gets his windows broken, you have to dodge your trusty two-wheeler around toddlers, angry dogs, skateboarders, break dancers, fire hydrants, cars, garbage cans, and those little cement lawn ornaments — just to name a few of the obstacles you'll face bright and early each morning.

You can also sharpen your skills — and pick up great bonus points — by taking a run over the training course after you complete your daily route. At the end of each day, your performance will be reviewed by your boss. If you've delivered to all the right addresses (and not broken any subscribers' windows in the process) you'll keep your job.

Mindscape

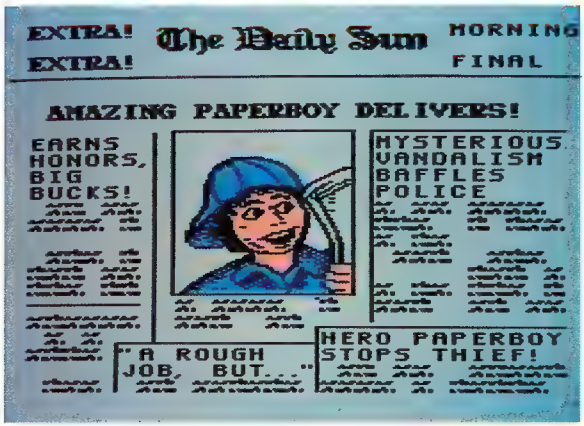
You have 45 seconds to complete the training course. A timer will appear when you begin. Beat the timer, and the number of seconds you saved will be multiplied by 100 and added to your score.



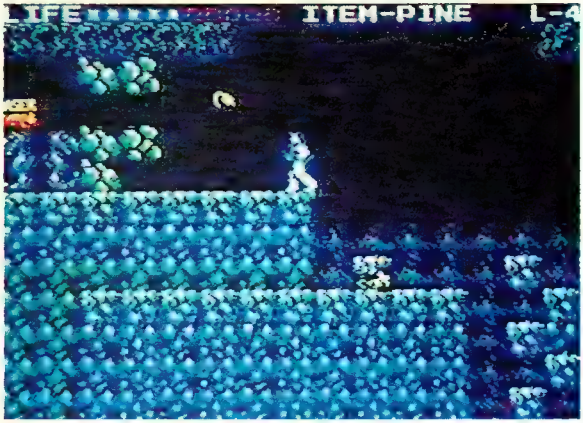


Hit round targets on the training course for 200 points, square ones for 100 points. You can replenish your paper supply by jumping ramps.

At the end of the day your performance will be reviewed by your boss. If you've made the grade, you get to jump out of bed at the crack of dawn the next day and go through it all again. If you didn't, you'll be back among the ranks of the teenaged unemployed.

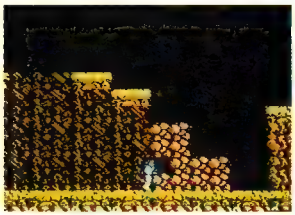


PREDATOR

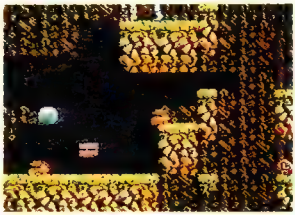


You must have this laser in order to clear stage six. But in order to *get* the laser, you must advance to the right, obtain grenades, then come back and blow down the rocks in front of it.

In many of the jungle screens, the air becomes thick with poisonous spores released by nasty little polyp-like plants. Don't waste time or ammo trying to dodge or destroy them. Just put your head down (figuratively speaking) and charge through them as fast as you can. You will take some hits — and lose a life-point or two in the process — but usually there is a life-boosting bonus just beyond the cloud of spores, so you can gain everything back and more.



Use grenades to blow down rock walls, but always place the *first* grenade at eye level, otherwise all subsequent grenades will fall into the hole made by the first one and do no additional damage.



Here's a bonus-filled screen from level five. Grab the "one-up" at top for an extra life, then jump down and grab the laser. Shoot the scorpion and jump to the "L" bonus on the right, which restores all your lives.

THE GAME

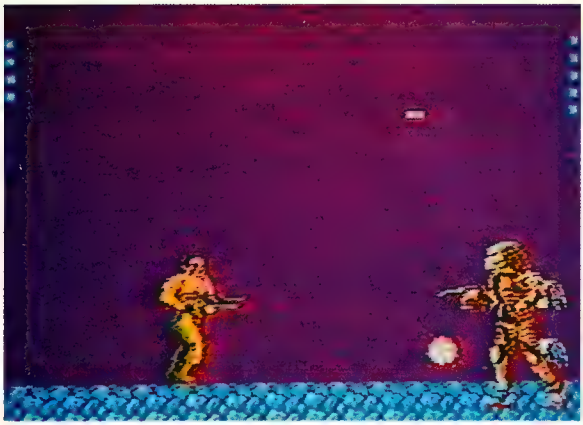
Predator, the game, preserves the essence of *Predator*, the movie, while adding a number of Nintendo-only challenges and difficulties.

The player assumes the role of Dutch Schaeffer (played in the film by Arnold Schwarzenegger) — sole survivor of an elite strike force that came into the jungle to knock out a terrorist camp and became, in turn, the prey of a lethal alien invader.

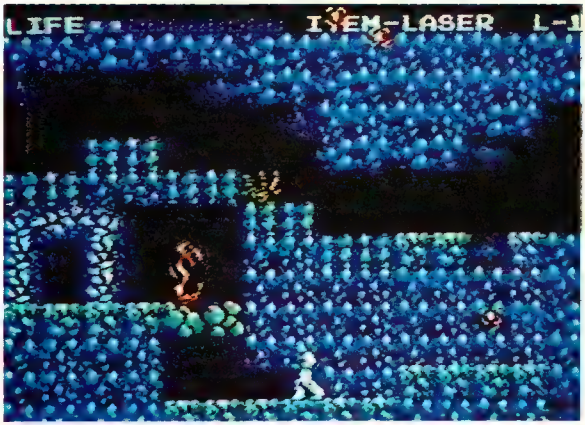
There are two types of terrain in this game: the jungle and the "ethereal zone." In the former, you must leap from ledge to ledge, avoiding the fast and dangerous scorpions (if you *can't* avoid them, you can hitch a ride on their backs). Past the jungle, you will enter the ethereal zone, where you must shoot spheres and clusters that often contain firepower bonuses. The appearance of blue clusters heralds the Predator itself. You'll destroy the Predator repeatedly in this game, and it's not easy because — just as in the movie — the alien is invisible except for brief flickering glimpses.

This game has some quirks. You can't change weapons at will. If you're holding grenades, for instance, you must keep fighting with them until you reach another weapon, even if you'd much *rather* be fighting with a gun or even with your fists. And be forewarned that long periods of *jumping* — much of it frustratingly tricky and precise — are a key element to survival. If jumping isn't your strong point, *Predator* will prey on you.

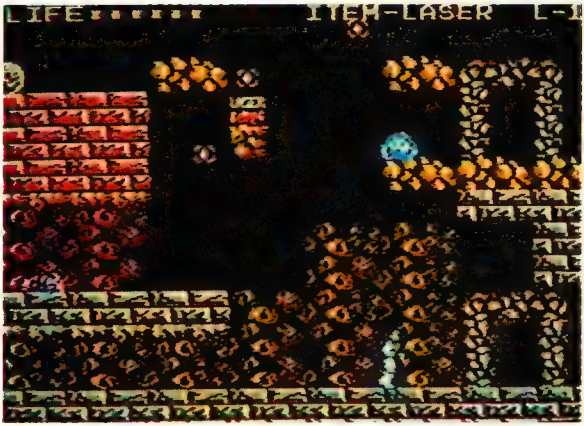
Activision



When you're in the ethereal zone and blue sphere-clusters appear on the screen, be prepared for the Predator. Dutch must score eight hits to blow it away.

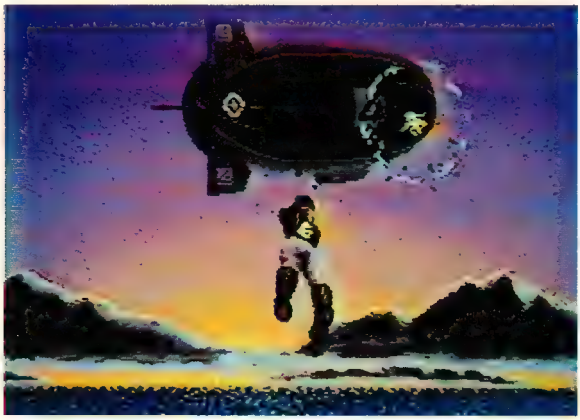


At the end of stage nine, the only way to reach the cave (screen right) is to shoot the ledge the creature is standing on, then jump on top of the creature when it falls to the floor.



At the end of stage eight, you'll find *two* cave entrances. The top one is a warp to an advanced level, while the bottom cave leads to stage nine.

ROCKET RANGER



Once you move closer to the dirigible, you'll see why this isn't the best time to save the professor. The aliens will fire at you, but one false shot on your part will cause the blimp to explode.

You'll need patience to win at the aliens' desert base. The red ground vehicles fire as they race toward you. But the night sky makes it hard to time your shots with the vehicles' movements. Remember that you're moving toward each other, and that there's no time limit for getting four direct hits.

Practice your takeoffs. There's a definite rhythm to master on the controller. But when you get it right and you can feel the character respond, you'll soon be airborne.

Even when you find a rocket part, you'll have to fight an alien soldier before the warehouse door will open. Each guard is more difficult, but stick with that right uppercut.

THE GAME

In the year 1990, rocket ships containing humanoid aliens descend on Europe. In no time, Poland, Germany, Austria, and Hungary are merged into a new country, Greater Leutonia. With their powerful force fields and the ability to control human minds, the aliens seem unbeatable. But miraculously, you receive a rocket suit and a ray gun. Can you prevent the total domination of Earth?

The only way to stop the aliens is to prevent them from mining lunarium, the ore they need for fuel. You must locate five pieces of a rocket ship scattered throughout the world, construct it, and fly to the moon. But the rocket alone won't do you much good unless you can find a supply of lunarium large enough to fuel it. So you'll have to discover the secret jungle and desert bases where the aliens keep storehouses of the stuff.

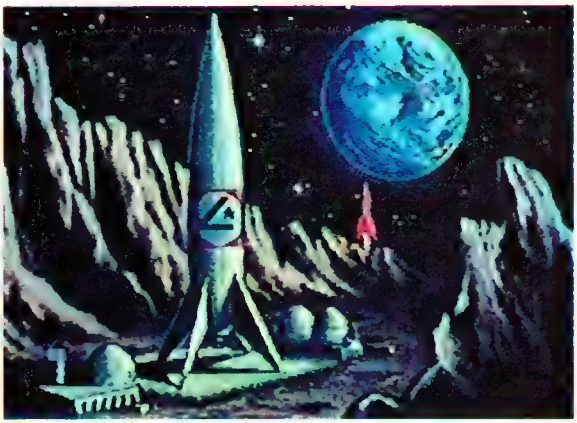
Naturally, there's a beautiful girl to rescue as well. A professor and his daughter have been kidnapped and forced to aid the aliens. You must find them in time to prevent the daughter from becoming a victim of the aliens' brainwashing machine — a galactic zombie!

Graphically, the personal computer version of *Rocket Ranger* was one of the finest games ever published. Little has been sacrificed to bring the game to Nintendo (though the villains have been changed from Nazis to aliens), and some of the movements and commands are even easier with a Nintendo controller than with a computer keyboard or joystick.

Seika

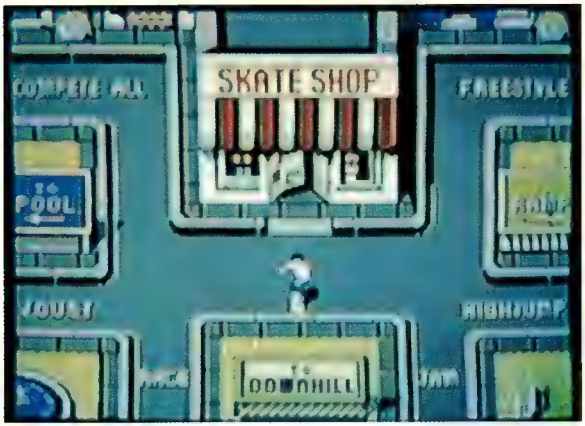
The windows in the jungle base will open at random, and each fires three shots — first to the left, then the middle, then the right. Avoid the shots, blow out the windows, and the lunarium is yours.

Destroy any alien strategic sites you can. You'll be surprised at how much you can damage the aliens' efficiency. Just shoot down three planes — and stay near the top of the screen.



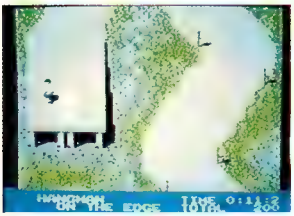
Once you have all five rocket parts and a supply of lunarium, you can fly to the moon. It's your last chance to defeat the alien hordes and save your planet.

SKATE OR DIE

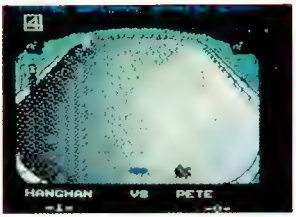


Go from Rodney's to any of the five events for some serious ramp riding. Pool joust, downhill slalom, alley jam, freestyle, and high jump — they're all here.

What you do with your board, either in the air or on the ground, is what counts. So, spend some time getting a feel for what is and isn't possible in any given situation. The sooner you learn how to finesse a footplant and ram home a rail slide, the quicker you graduate from poseur to professional thrasher.



Speed and stunts are the keys to high scores in the downhill race. Duck through the drainpipe and shoot the death ramp for bonus points.



Armed only with a boffing stick, you must knock your opponent off his board before he has you eating cement. Only one jouster is armed at any one time so keep moving.

THE GAME

In *Skate or Die*, rad ramp-riders are invited to compete in a five-event free-for-all. The downhill race, the high jump, and freestyle are straight from the pro circuit. The pool joust and the alley jam combine skateboarding with combat.

Though a more elaborate joystick is recommended for this game, all the events are playable regardless of which controller you are using. However, doing well in the high jump is virtually impossible using the controller pad.

Practice is also recommended before taking on your friends or Bionic Lester, the poster child for this thrash-a-thon. A flair in the air and good board control are requirements for high scores.

In freestyle, strut your stuff with ollies, 720's, and rock 'n rolls. You only get 10 passes through the U-Zone so make them count. For the alley jam, you go from the friendly U-Zone to a demilitarized zone. Trash obstacles and opponents in a race to the finish.

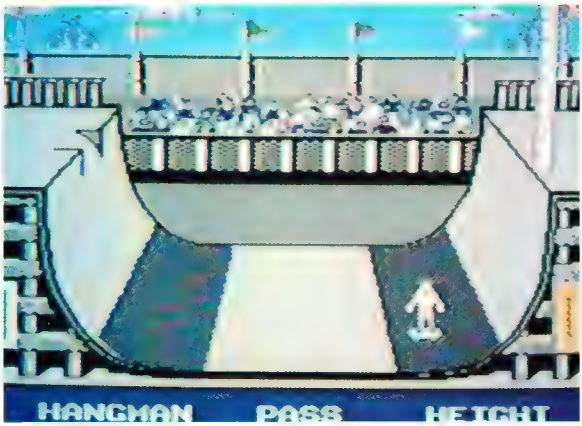
A nice day in the park is perfect for the downhill race. The more obstacles you clear while maintaining a high speed, the better your score will be. Don't be boring — skate over, under, through, or around objects on the course.

Skate or Die features solid graphics and a refreshing flight from the standard Nintendo fare of the shoot'em up variety.

Ultra

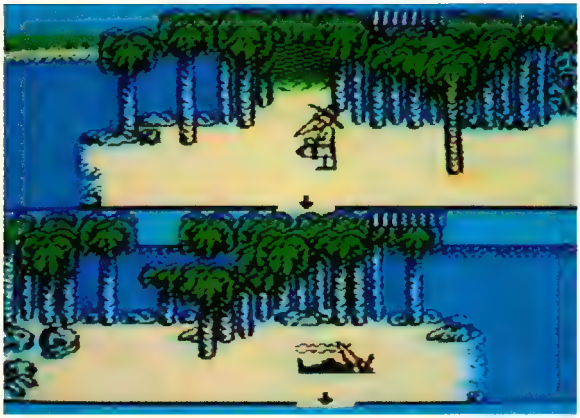
In freestyle, the more difficult the stunt — the higher the score. Show your skill by performing ollies, aerials, and even 720's.

Punch and kick your way to a high score in alley jam. Your score goes up when your opponent goes down, so abuse him as often as possible.



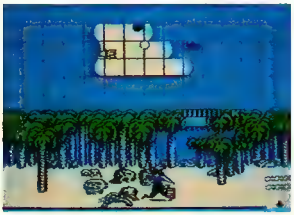
You really need speed for a successful high jump. If you have a good jump going, press the A button to tweak even higher.

SPY VS. SPY II: THE ISLAND CAPER

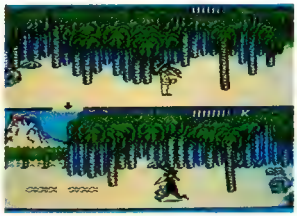


Decisions, decisions. Where should you plant that bomb? Maybe you should just drop it through that hole in the middle of the screen.

Concentration and split-second timing are the keys to success in *Spy vs. Spy II*. You'll have to plant your booby traps, *and* avoid the other spy's traps, *and* collect missile parts, *and* avoid the island's hazards, *and* keep one eye on the map — all at the same time. This makes for a wild, high-velocity game, but not one suited to players with slow reflexes.



The map is a help, but you can't really afford to study it for long because it means taking your eyes off your opponent — and that could be fatal.



Watch the timer at the top of the screen. You're not just battling the other spy, but the clock as well.

THE GAME

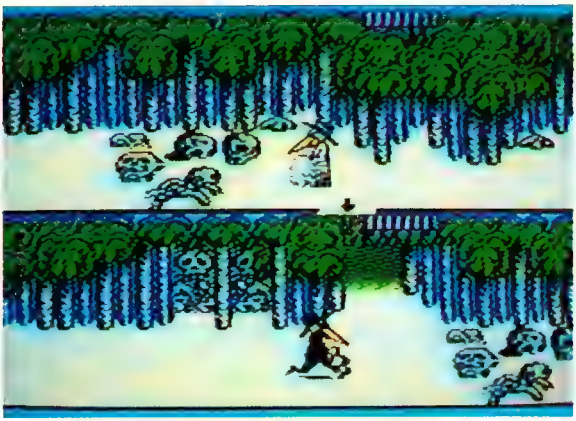
One of the most popular and longest-running features in *Mad Magazine* is the comic strip *Spy vs. Spy*. Its continued success is amazing because it contains no dialogue and is entirely dependent on sightgags. But since sightgags are perfect for computer screens, the games based on the comic translate extremely well.

Though you will have a good time playing *Spy vs. Spy II* against the computer, its real potential is realized only when you play against another human. Each spy has the same objective: recover the missing parts of a secret nuclear missile that have been buried on a desert island. To make things difficult, the island's volcano is about to blow its lid. And to make things interesting, the island itself is a perilous place.

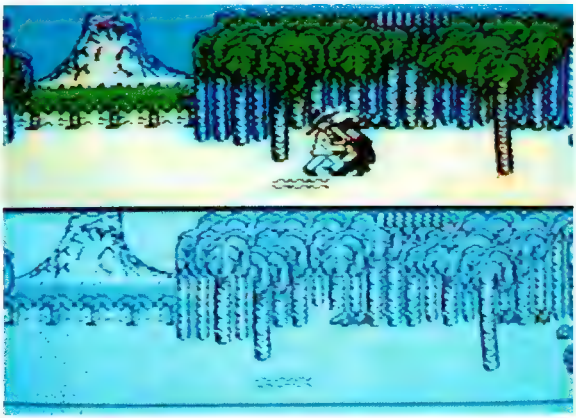
There's a time limit on each scenario, so your strategy should focus on ways to distract, delay, or blow up your opponent. Of course, your opponent also has a few tricks hidden up the sleeve of his trench coat, so you both end up running all over the island, setting booby traps, and engaging in crazy fist fights.

The split screen adds to the madcap flavor of *Spy vs. Spy II*. Both players can see everything that's going on, but if you take the time to do more than sneak a quick glance at your opponent's screen, you lose time for your own spy. No matter who wins, both players will get a real bang out of this new chapter in the *Spy vs. Spy* series.

Seika



As if the booby traps weren't bad enough, there are also natural dangers on the island.



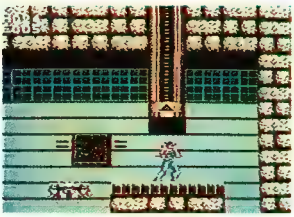
Keep an eye on that volcano. It *will* erupt sooner or later.

In this game, the winning spy gets the girl as well as the missile.

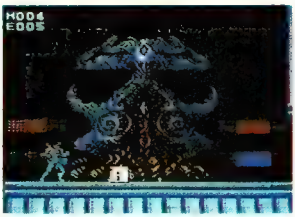
STRIDER

Inside the Kazakz base, drop down the first gap you come to and jump slightly to the right. You'll land on these metal pylons. Move from one to another quickly, slashing at the aerial soldiers as you jump.

You'll spend a lot of time in your Blue Dragon base, where the computer can analyze any information you find and transfer you to other destinations. Late in the game, you can also get out of a dead-end situation by warping back to the Blue Dragon. But when you're traveling to China or Australia, don't forget to go back to Kazakz when you find keys that open the different sections. You'll find the first, second, third, and fifth files there, as well as the first and fourth keys. But you'll find them on four separate trips.



At this point in China (just below the second sewer), you have two choices. Jump to the left to search for the third key, or jump to the right to find the attack boots, with which you can kill enemies by sliding into them.



Once you have the third key, return to Kazakz. Go into section 3, and you'll enter another of these rooms with flying disks and shooting walls. Defeat the disk and the creature to get the fifth message disk.

THE GAME

There's a group of secret agents in the world known as *Striders*. Consisting of highly trained men and women, Striders specialize in preventing terrorist acts by whatever methods are necessary — including destruction and murder.

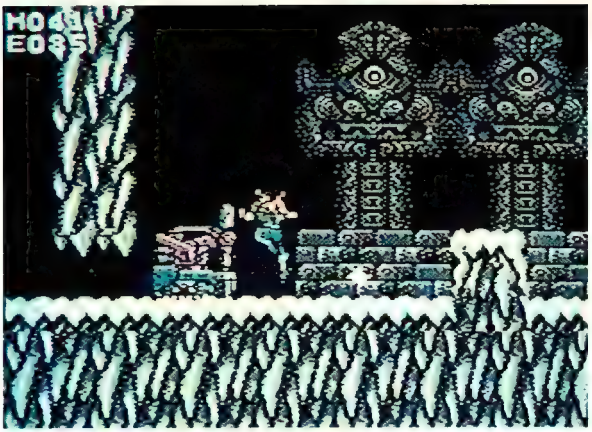
Hiryu, the youngest and best of the Striders, retired from the group after he was forced to kill the sister of a Strider who had gone mad. But he's called back to duty when his best friend, Kain, is kidnapped and brainwashed by the enemy's ZAIN mind-control machine. The vice director of the Striders, Matic, wants Hiryu to kill Kain. But Hiryu just wants to rescue his friend.

Beginning in the Striders' Asian headquarters, Kazakz, Hiryu must find six information disks and five keys scattered throughout the world. His quest will take him to Egypt, Japan, China, Africa, Los Angeles, Australia, and finally to Red Dragon, the enemy base.

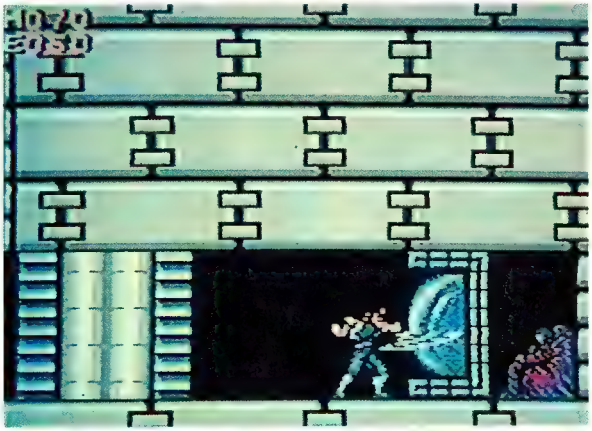
As he progresses through the cities and countries, his skills will also increase. Hiryu will be able to slide under low ledges, throw plasma arrows, or use the magnet, aqua, and attack boots he finds. Spells will allow him to shoot fire bullets, roll electric balls, jump higher than normal, attack all the enemies on the screen, and recover health points.

Strider is combination martial-arts game and scavenger hunt. The graphics are interesting and varied, and, although the scrolling is a bit choppy, it's a small price to pay for an enjoyable adventure.

Capcom



These mechanical monsters in Africa shoot spark balls that travel along the ground in a deadly path. Use a couple of fireballs to destroy the machine and jump over any spark balls it shoots. But don't forget to move the indicator on your subscreen *from* fireball when the machine is gone. Otherwise, you'll waste a lot of energy points throwing them needlessly.



When you meet Faceas Clay in Los Angeles, he'll tell you he's behind a glass bubble that can't be broken by human power. Don't believe him. Your sword can crack the glass with a dozen or so strokes. Then you can travel to the Red Dragon base.

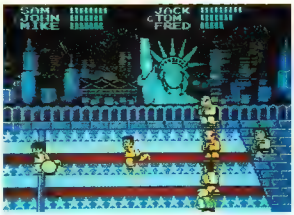
There's a trick to killing this Red Dragon enemy. Hit him when he's in the air, and he'll start spinning. If you keep hitting him, he'll keep spinning, and you'll defeat him in no time. But the battle's just beginning. You still have to destroy two generators, fight the bosses of every country you've visited again, and defeat the *incredibly* powerful master of Red Dragon.

SUPER DODGE BALL

Play the Bean Ball mode to train yourself and your men and to try out new strategies before a match.

A key element in *Super Dodge Ball* is the power shot -- a kind of super-throw that packs an enormous wallop. Though most players can deliver a power shot or two during a game, there is one man on each team who specializes in that technique. For example, Rajiv, on the Indian team, fires a ball called "the stinger," which actually follows its target like an angry bee. Helgi, of the Icelandic team, throws a "warp ball" that vanishes in mid-air and reappears just in front of its target. First, learn *how* to coax the shots from your team (the timing is tricky), then start planning how and when to use them in a game for the maximum effect -- like knocking out your opponent's best power shot man.

Each player on each team has a full range of abilities. Use the player-select screen to study them and choose which player you want to control.



Don't cross the center line or you'll lose control of the ball.

THE GAME

Once upon a time, nearly every kid learned to play rough and tumble games of dodge ball on the neighborhood's vacant lots. Nowadays, the game is not as common as it once was, but if CSG's *Super Dodge Ball* catches on, that fine old backyard sport might experience a revival.

In this fast-moving NES simulation, you can select from three different modes of game and three levels of difficulty. By manipulating the control pad, you can cause one member of the team to pass, throw, run, duck, or jump. Meanwhile, the computer moves the other figures around, causing them to respond realistically to what your controlled player is doing.

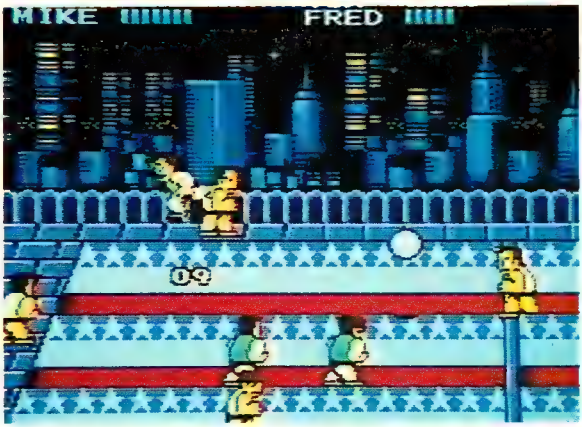
An amazing number of player statistics has been programmed into this game. You can play eight teams of six players each, and each man has special strengths, weaknesses, and abilities to take into consideration when playing. For example, one team may be long on energy, but short on throw-technique.

You'll need to master more control pad moves than usual to get the most out of *Super Dodge Ball*. However, the strategy involved is quite simple: Bash the other team's players with the ball until their energy runs out, while simultaneously avoiding their throws. At first, you might be bothered by the "flicker" of the figures (an unavoidable consequence of trying to animate so many figures on a single screen), but you'll soon grow used to it.

CSG Imagesoft

In the "versus" mode, two players can compete against each other, using teams from 8 different nations.

You can assign players to specific positions by means of this screen, or you can use the set up chosen by the NES computer.



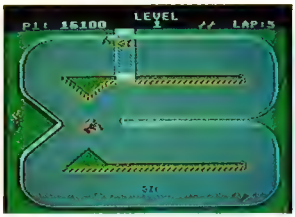
The harder you hit an opponent, the sooner he'll run out of energy.

SUPER SPRINT

The race is over, but you've only managed to pick up one wrench. You'll have to wait until the next race to qualify for car improvements.

In the early races, just try to drive smoothly. If you can stay out of the center of the track, you won't have to worry so much about the other cars. Until you develop a smooth style, try tapping the throttle button quickly (or use slow motion, if your controller has it) to keep your speed down. Consistency all around the track is the key to victory in *Super Sprint*.

Extra traction is the biggest help at first, but if you have already mastered your car's controls, go for higher speed.



This criss-cross track is reminiscent of demolition derbies. Timing is very important, but if you can get ahead of the rest of the field, you shouldn't have a problem.

THE GAME

From stock cars to Indy cars to slot cars — auto racing has become a prominent part of the American scene. With *Super Sprint*, you can share in some of the excitement of real racing without resorting to helmets and fire suits.

The challenge in *Super Sprint* isn't just in the driving — although that is tough enough. You must also make decisions concerning your car setup. In each race, wrenches randomly appear on the track. If you can collect two of these and win the race, you can visit the garage to customize your car's traction, top speed, or acceleration.

After you've driven a couple of races, you'll know what help your car needs, but at the beginning of the game, your best upgrade is improved traction. Your car is very sensitive to your steering, so extra grip on the track is appreciated.

Each succeeding track gets more difficult, partly due to more intricate course outlay, and partly because strange objects, such as posts, oil slicks, and tornadoes, begin to pop up. These can cause anything from a relatively harmless spin to a total smash-up. Avoid them if you can, although with three other cars on the track, it won't be easy.

The steering does take some getting used to, but once you get the hang of it, you'll be able to turn in some scorching times and take home the big trophy.

Tengen

The tornadoes usually follow a fairly steady course, so you should be able to avoid them easily.

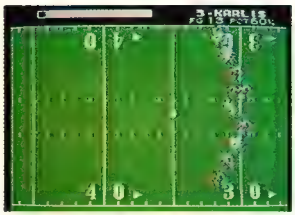
If you find yourself behind in a close race, you might want to take advantage of the shortcuts that some tracks have.

It's a long, hard road to the winner's circle. For an even bigger challenge, try racing against a friend.

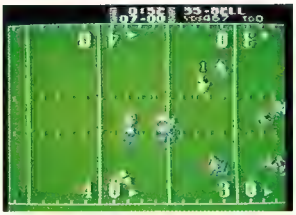
TECMO BOWL

Select your teams from this NFL roster. Game-teams are programmed to reflect the strengths of their real-life counterparts.

You can sometimes avoid being tackled by repeatedly pushing the A button. This makes your ball-carrier stiff-arm any tackler who gets in his way. If it's your turn on defense, use the control pad to make your key player close in on the runner. Then press the B button to make a diving tackle. That should stop any runner, no matter how big he is.



The pink bar at the top of the screen is the kick meter. To get off your strongest kick, wait for the pink to go as far across the bar as possible.



Superimposed numbers help you keep track of the ball carrier and your key defensive player.

THE GAME

In *Tecmo Bowl* you get to be quarterback, coach, and spectator all rolled into one. First you choose your team, then you select your starting offense. Push the A button to snap the ball, watch the kick meter to estimate how high and far the ball will go, then begin the scrimmage. Good sound effects — including voices, cheers from the crowd, and crunches and groans from the players — add to the realism. And these animated gridiron warriors are *tough*. When the action begins, they bang into each other like freight trains.

A first-down line shows how much yardage you need to gain. Before each scrimmage, you can select your offensive pattern — either running or passing — from a series of four optional formations shown on screen. Use the cursor to designate an eligible receiver. The defensive player, of course, gets to do the same thing. On defense, you control the player of your choice and select a formation to counter the offense your opponent has chosen. You can choose from a dozen NFL teams, each one programmed to simulate the real-life strengths of those teams. Some have great passing games, some have good runners, some have a rock-solid defense.

Tecmo Bowl is a fast-moving, authentic-looking gridiron simulation. It has lots of realistic action as well as plenty of room for strategy.

Tecmo

Plan your offense from the four running or passing plays shown before each scrimmage.

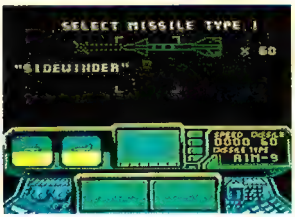
Before each play is run, a dotted line appears on screen. This shows how far you have to go for your next first down.

Tecmo Bowl uses a very good "voice" to simulate signals, crowd noises, and the stadium announcer. Such attention to detail makes the game more realistic.

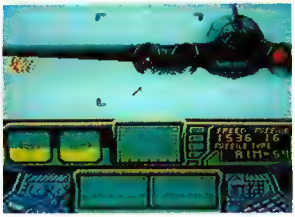
TOP GUN — THE SECOND MISSION

Watch out for missile-firing subs. They're hard to hit at the high speeds you're flying.

Your simulated jet fighter responds very much like a real one — any tactics which would work in a real combat situation will probably work in this game's dogfights: sudden turns, loops, power-dives, and head-on attacks. Keep an eye on your radar scope at all times. You get a few seconds warning which direction the enemy will be coming from. And in this game, a second or two can make all the difference.



At the start of each mission, select your missile type. The more powerful the missile, the fewer you can carry.



The big boss bomber at the end of Mission 1 should be destroyed one engine at a time.

THE GAME

You're Maverick, and you're the best. Top Gun. You proved it on your first set of missions, when Konami had you flying off the deck of the *Enterprise*. Now there's a whole new set of missions for you to fly, this time from the deck of the USS *Roosevelt*.

Sure, things will be hairier than they were the first time, but you've had a whole year to reach peak performance, and you know your F-14 Tomcat inside out.

And you'll need to, for Konami's new set of combat scenarios is faster, hotter, and more vivid than ever. You go up against surface units that bristle with antiaircraft guns and missiles, rocket-firing submarines, assault choppers — even the latest high-tech enemy bomber (which bears an amazing resemblance, on screen, to the "flying wing" design of the B-2 Stealth bomber).

Take off from the pitching deck of your supercarrier in a burst of catapult steam, complete your mission, then — and this is the hard part — put your Tomcat back down on deck.

If you flew the first *Top Gun* simulation, you know what to expect. This sequel has more of the same, with improved graphics and a slightly hotter feel to the controls. Your strategy? Stay alive while handling a machine hurtling through the air at Mach 2. Your most important decision is made at the outset of each mission: what type of missiles to use against the anticipated target.

Konami

Carrier landings are tricky, so watch your air speed carefully as you come in.

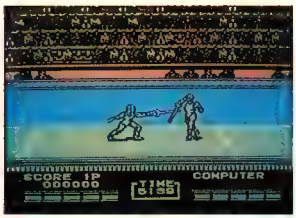
Every mission begins with a series of exciting dogfights.

If you complete a mission successfully, you'll earn a promotion.

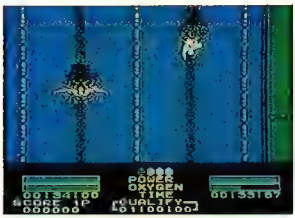
TRACK AND FIELD II

When you're pole-vaulting, find the exact center of the square in the base of the bar. Place the tip of the pole there at the end of your approach.

Here's some advice for the other *Track and Field II* events: When shooting at the 70-meter archery target, aim the bow upward between the 05 and 06 settings. For the 90-meter target, aim the bow up to 09. For best results in tae kwon do, use jump kicks as you move in towards your opponent. Then seal your victory by unleashing some roundhouse kicks. And in the clay pigeon shoot, watch the gray area in the center of the screen. Your target will be launched there, and you can tell the direction in which it will travel.



If you're being attacked in fencing, block your opponent's charge and quickly jab. The element of surprise will work for you.



Freestyle competition means you choose the stroke. Most winners will choose the butterfly. Tap back and forth rapidly between the A and B buttons for a strong race.

THE GAME

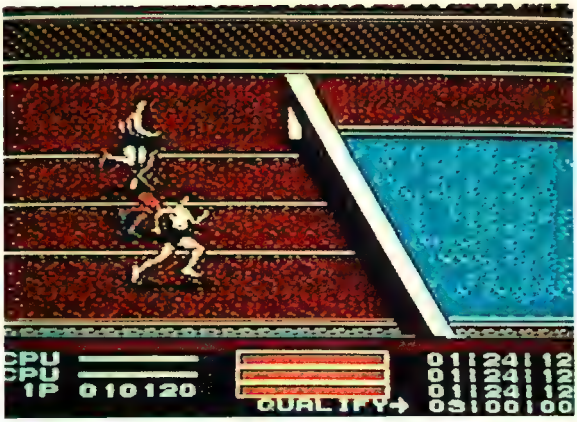
It seems unfair to describe *Track and Field II* as just one game when it's actually a set of 15 different competitions. Most of the major Olympic events are featured in the game, as well as such informal activities as hang gliding and arm wrestling that haven't made it into the classic arena, but are fun nonetheless.

Before engaging in full competition, video athletes should take advantage of the training mode. And how *does* one train for *Track and Field II*? First, take a few deep breaths and do a couple of stretching exercises. Now dash to your game center and grab a controller with rapid-fire capability. Though it's possible to win the events without rapid fire, you'll rack up a much larger score with it.

You're also going to need to read the instruction manual *carefully*. The instructions outline techniques that will save you untold hours of useless experimentation. Keep in mind that you're not learning how to beat one game, but 15. Though most of the events are basically the same as their real counterparts, there are a few exceptions. For example, you'll notice that runners must leap not only over hurdles, but also water obstacles.

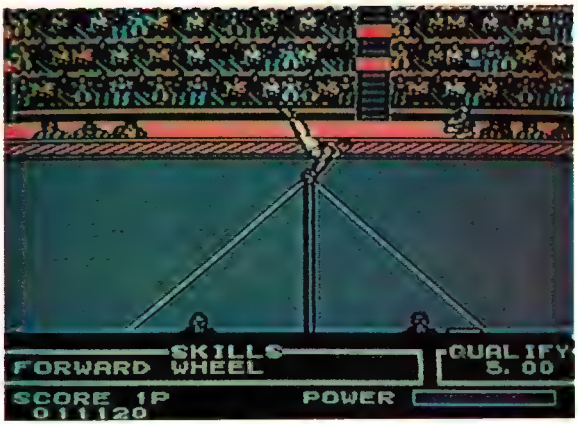
When the final score is tallied, *Track and Field II* strives for fun and accuracy. But be warned: This is not a game for the weak and tired. It's for highly trained video athletes who are long on endurance and short on failure. So on your mark .... Get set ....

Konami



In any track race, your timing off the line is the key to success. Don't start after the gun goes off. Instead, learn to blast off the line *when* the shot is fired.

The order and symbols of the flags are important in the kayak competition, so learn them. Also, steer clear of the river banks. They can slow you down.

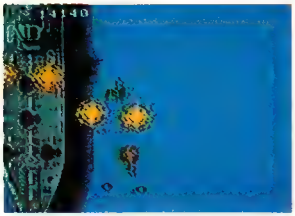


Speed and variety will impress the gymnastics judges. So never do the same event twice in a row. Keep it fresh, and keep it moving.

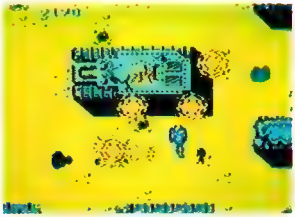
TWIN COBRA

Pick up a supercharger symbol (an S) and your firepower increases dramatically.

A good way to judge the location of bonus items is to study the way your fire affects targets. If your shots seem to be soaked up by the target, chances are there's either a bonus star or an extra bomb hidden inside. Both terrain features and enemy emplacements always appear in the same patterns, so the game gets much easier to beat once you've memorized the locations of the bonus pods and saucers.



Enemy aircraft carriers pack lots of firepower. They make their first appearances fairly early in the game.



Destroy the red turret on this tank to earn a power star.

THE GAME

Here's your mission: You have to fly home from deep behind enemy lines. Naturally, the enemy will be firing at you every mile of the way. There are warships, bunkers, bombers, tanks, and other helicopters hot on your trail.

Twin Cobra offers its pilot ten levels of hot airborne action. You begin play with three helicopters, earn another one at 50,000 points, and another for every 150,000 points scored thereafter. Similarly, you have five continues at the beginning of the game, but receive another one for every stage you clear.

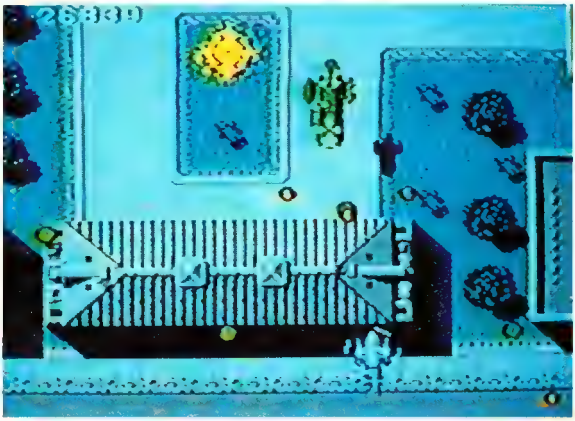
And let's talk weaponry! You've got four types of ammo and a load of bombs as you begin. You can fly into the colored saucers to increase your firepower. Each color signifies a different power-up bonus. Red saucers cause your missiles to be fired in parallel lines; blue saucers give you a spreading cone of fire; green saucers concentrate your ammo into two powerful streams; and the brown saucers — the most powerful — let you fire in four directions and curve your tracers toward your target.

Each level contains only one or two major targets, but there are bonus items hidden inside enemy symbols or terrain features. Release a star and your score increases by 100 points. Bag a supercharger and your Cobra's firepower can be increased up to six times normal. White stars are great bonuses, too, since they render your chopper invulnerable for a brief period.

American Sammy

The color of the bonus saucers tells you what sort of ammo you can gain by picking one up.

Ten stars and a one-up symbol earn you an extra helicopter.

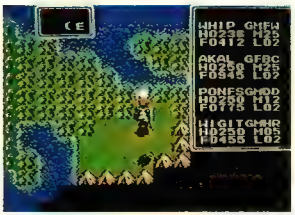


When you blast apart the green helicopter, a saucer will appear.

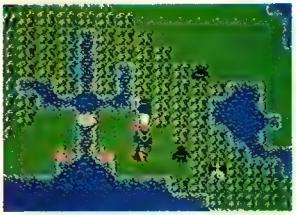
ULTIMA

It helps if most of your characters have some magic powers. In battles such as this early skirmish against the orcs, a repel spell will usually kill all your foes except one or two.

You should collect as much gold as you can (each character can have up to 9999 pieces). One easy way to collect gold is to set up a party of members you want to keep. Send one of these members out with three characters you don't want. Then give all their gold to the one permanent character. When you have a good gold supply, take the whirlpool to the shrine of intelligence to buy intelligence points. Each point will cost 100 pieces of gold, but you'll be able to use the more powerful magic spells with greater intelligence.



Watch the moon phases. During the crescent moon, the moon gates open. Go in one and transport to a destination that depends on the next moon phases. There are several moon gates, and each one takes some time to solve.



Among the options here is whirlpool on the left that will take your party to shrines, but only if they have a pirate ship. There are two towns to explore, a dragon to battle, and experience points to earn in a hand-to-hand fight.

THE GAME

Fans of serious, complex role-playing games can celebrate—there's finally a NES game for them. *Ultima*, already a popular series for personal computers, was recently released for Nintendo.

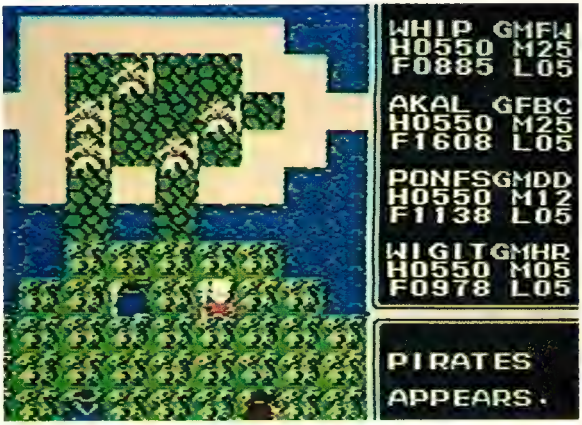
What really separates *Ultima* from the other Nintendo adventures now available is that players can create their own band of explorers, choosing from a wide variety of special attributes. You can out send priests, rangers, druids, paladins, thieves, or members of six other professions. These characters can also be from five different races: human elf, dwarf, bobbit, or fuzzy.

Once your band is selected and their wisdom, dexterity, magic powers, and wealth decided, you must set about the task at hand. The land of Britannia is threatened by Mondain, an evil magician. He has cast an "Exodus" spell over a nearby island, causing chaos throughout the kingdom.

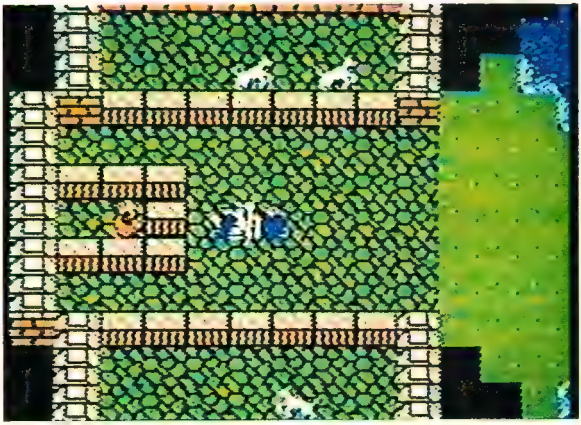
With individual control over each character, you can explore the huge land of Britannia. You'll find whirlpools, pirate ships, giant snakes, shops, casinos, and dungeons during your quest on land and by sea. You'll also have to battle the undead, orcs, zombies, goblins, and a host of other deadly foes. And since time passes in a realistic way in *Ultima*, you're going to have to find time to eat and rest as well.

But *you'll* need time to catch your breath as much as your explorers will. *Ultima* is a great game.

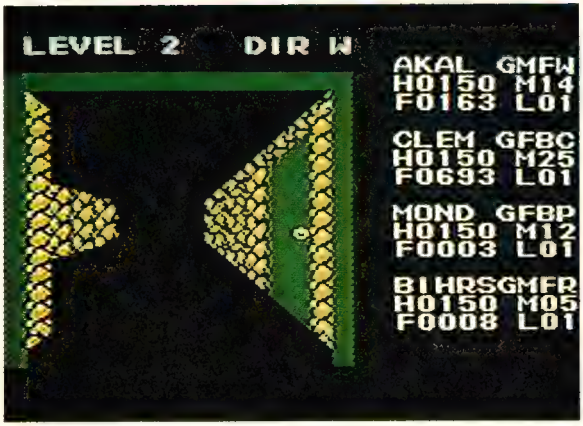
FCI



You'll have to defeat pirates before you can take over their ship. Once you've set sail, watch out for changes in the wind, or for nasty creatures. Sea serpents don't have to be close to you to shoot — they can blast you out of the water from quite a distance.

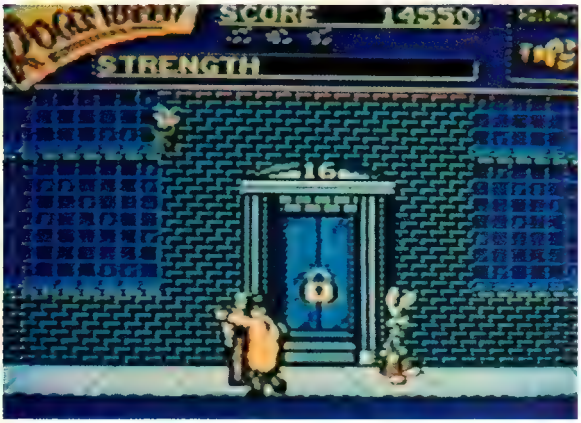


Horses will really help you make good time through Britannia, but they are very expensive (even though one horse can carry your whole party). You might do better to spend your money in a weapon shop, an armory, or even a casino.



A general map will be fine for the surface of Britannia, but once you enter the dungeons, you'll need something more detailed. There are many different levels in a dungeon, and they get harder as you go down. Watch out for enemies around each corner. And beware treasure chests! They're sure to have been booby trapped.

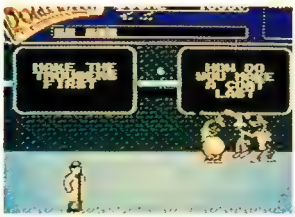
WHO FRAMED ROGER RABBIT?



You need to question just about everyone you meet. Sometimes they'll change their story if you give them a good uppercut. No one said Eddie Valiant was a gentleman.

Roger Rabbit is another game that requires mapping. Your maps don't need to be as detailed as they would in some other games, but you do need to be able to get to buildings you haven't yet searched without a lot of backtracking. Once you find the dynamite and blow up the wall blocking the Toontown Tunnel, your search will start all over again — with another map.

Jessica rehearses in the Ink 'n' Paint Club. She's got some valuable clues. But you won't be able to contact her unless you can find her phone number. Check the tables.



You'll know the Weasels are nearby when you hear a siren. If they capture Roger, you'll have to save him by guessing the right punch line to one of his lame jokes. The Weasels will laugh and let him go.

THE GAME

Hopping right from the screens of last year's movie smash to your Nintendo set comes *Who Framed Roger Rabbit?*, a comic adventure game.

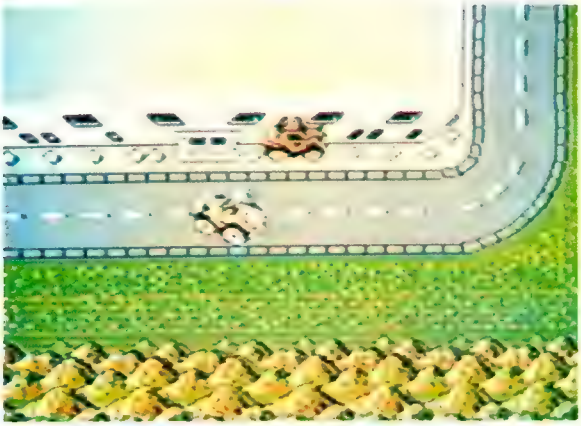
Judge Doom has evil plans for the happy land of Toontown. As Eddie Valiant, you have to find the missing pieces of the Gag King's will, or else Toontown will be destroyed.

Search Los Angeles and Toontown for clues and talk to anyone who might be able to help you. If the people don't seem too helpful, rough them up a little. Maybe *then* they'll help. People in the lobbies of buildings will also tell you whether to bother searching the rooms for supplies and clues. It's up to you to decide if you should believe them.

In Los Angeles, you can visit Jessica in the Ink 'n' Pen Club (watch out for that bouncer at the door). And she's not the only familiar face. Psycho, Stupid, and the rest of the Weasels are hot on your trail. They'll grab Roger any time they can. His rescue depends on your getting the right punch line to one of Roger's jokes.

The tunnel from Los Angeles to Toontown is blocked, so you should find some dynamite as fast as you can. Once you can enter Toontown, you'll meet more familiar faces (and feet — this place is filled with shoes walking around). Baby Herman should provide some valuable information in solving this hare-raising adventure.

LJN Interactive



Benny the Cab will provide transportation for you. Don't worry about road safety. You can bump cars off the road, or leave Benny parked in the middle of the street, where other cars will bump over him.

The brick you're holding might be a handy way to kill the snake in this cave, but you'll need spring shoes first or you won't be able to jump over the gap in the cave floor.

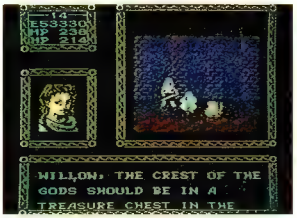
At last! Here's the first piece of the will. Now that you're in Toontown, you should be able to find more people to question. Baby Herman is around someplace. But watch out — the Weasels are still on your trail.

WILLOW

When choosing weapons, remember that the most powerful sword is not always the best choice. Your foes don't always attack. Sometimes you can go around them.

Willow is really just one huge maze. Though you can play without a map, it will take you twice as long to reach Nockmaar Castle. Try using graph paper to plot a map. Even a rough drawing will help you inside the caves. As if the caverns weren't complex enough to search through for treasure, some even have multiple levels. But despite the enemies you'll have to battle when underground, you'll uncover passages to new lands that are vital to finishing your quest.

Later in the quest, you can add the Ocara bird to your magic collection. If you call him, he will take you anywhere you want to go.



When you get to Bavmorda's castle, Sorsha tries to stop you. Make her an ally by throwing love powder on her.

THE GAME

High in the towers of Nockmaar Castle lives an evil witch called Bavmorda. Her incredible magical powers are gradually destroying an entire land. It's the mission of Willow Ufgood, a well-meaning but inexperienced member of the Nelwyn Clan, to destroy Bavmorda and restore peace to his people.

As Willow, your journey begins in Nelwyn where you collect your first sword and a magic acorn that can turn anything into stone. At the start of the game, you're slow and unfamiliar with your sword, but your skill increases with experience.

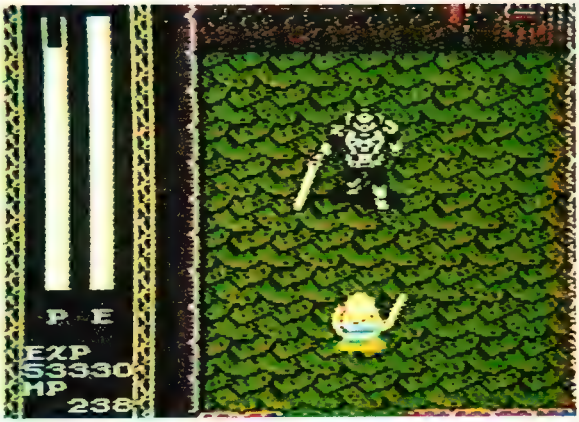
As you travel through caves, into forests, and over mountains, you will be attacked by all kinds of creatures. There are flame-throwing trees, huge bears, armed skeletons — even a zombie who can turn you into a pig. Between battles, you'll have to find your way though a continual maze of pathways lined with huts in which you can obtain clues and magic.

As you near Nockmaar Castle, you must find Fin Raziel, a good witch who has been turned into a possum by Bavmorda. If you can release her from her spell, she can help you defeat Krull, the skull-faced guard, and the evil Bavmorda.

Though *Willow* bears some resemblance to the movie on which it is based, don't expect to see a lot of the familiar characters. The baby Elora Danan is no longer central to the plot, and, though you meet Madmartigan, you won't see or participate in any sword fighting.

Capcom

This zombie turns you into a pig. If you can dodge ten of his shots, the spell will wear off.



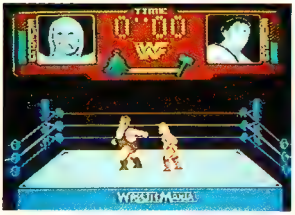
When you encounter a boss, a power and energy meter appear on the screen. Magic won't work on bosses. Instead, you must fight them with the right sword.

At the top of a tower, the God of the Earth gives you a red crystal. Take it with you when you meet Elora Danan.

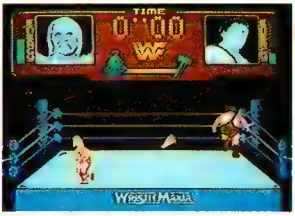
WRESTLEMANIA

The body slam is the most deadly, and most dramatic, of all mat moves. Here Hulk lifts Andre the Giant, who weighs in at 520 pounds, and prepares to throw him to the canvas.

There are few remaining options for a wrestler if he gets knocked down with an energy meter that reads empty. The best thing to do if this happens to you is to quickly press the UP arrow and hope you can get away. If the tactic works, stay away from your adversary until you have enough energy to battle him again. While you're on the run, try to grab energizer items as they are shot across the screen.



Each wrestler has one move he can make with his back to the opponent. With it, you can almost always catch your pursuer off guard.



Andre makes a move for the energizer that was shot across the screen. You can improve your energy level by obtaining these items.

THE GAME

Wrestlemania is your chance to step in the ring with Hulk Hogan, Andre the Giant, Randy "Macho Man" Savage, and others. Body slams, flying drop kicks, elbow smashes — it's all possible in this popular free-for-all for the NES. How popular is it? It's been reported that a leading television shopping channel received 10,000 calls within two minutes of its first offering of the game.

It will take some time for you to get used to which moves are possible with which wrestlers. For example, while Bam Bam Bigelow is the only wrestler who can do the flying cartwheel, he does not have a turnbuckle move. Andre the Giant is the only mat man with a barge move in his arsenal, but he, too, can't leap from the ropes.

If your energy level is really low, you basically can do two things. One is simply to stay away from your opponent. Your vitality will slowly increase if you can stay out of enemy hands. A second last-resort tactic is to grab the energizers that will be fed to you randomly from the left corner of the ring. Acquiring them can beef up your energy level.

Although it's not worth flooding a shopping channels' phone banks for, *Wrestlemania* does feature solid ring action, especially when the matchup is human against human. It's also an opportunity to wrestle without having to wear those embarrassing costumes.

Acclaim

Bam Bam Bigelow displays the move that made him famous — the flying cartwheel. Randy "Macho Man" Savage doesn't stand a chance against this monstrous move.

It's all over for the Hulkster. The Giant was apparently too much for him in this match.

Randy Savage prepares for a flying elbow smash off of the turnbuckle. Such moves have made Savage one of the flashiest competitors in professional wrestling.

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